

ISSUE NO.

267

MAY

JUN/JUL PRE-ORDER



GAME TRADE MAGAZINE



STAR  
WARS™

VILLAINOUS

POWER OF THE DARK SIDE

\$3.99 US

\$3.72 CAN



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## IN THIS ISSUE:

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- TIME IS RUNNING OUT IN *FUSE: COUNTDOWN* THE LATEST FROM KANE KLENKO AND RENEGADE GAME STUDIOS!
- FROM BERSERKERS TO DATING DISASTERS, THE TEAM AT UNSTABLE GAMES HAS SOMETHING FOR EVERYONE'S TABLE!



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# GTM

## GAME TRADE MAGAZINE



STAR  
WARS™

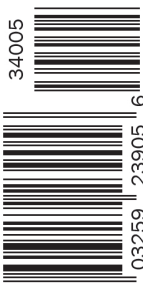
# VILLAINOUS

## POWER OF THE DARK SIDE

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COMING  
SUMMER 2022!

DUNGEONS & DRAGONS

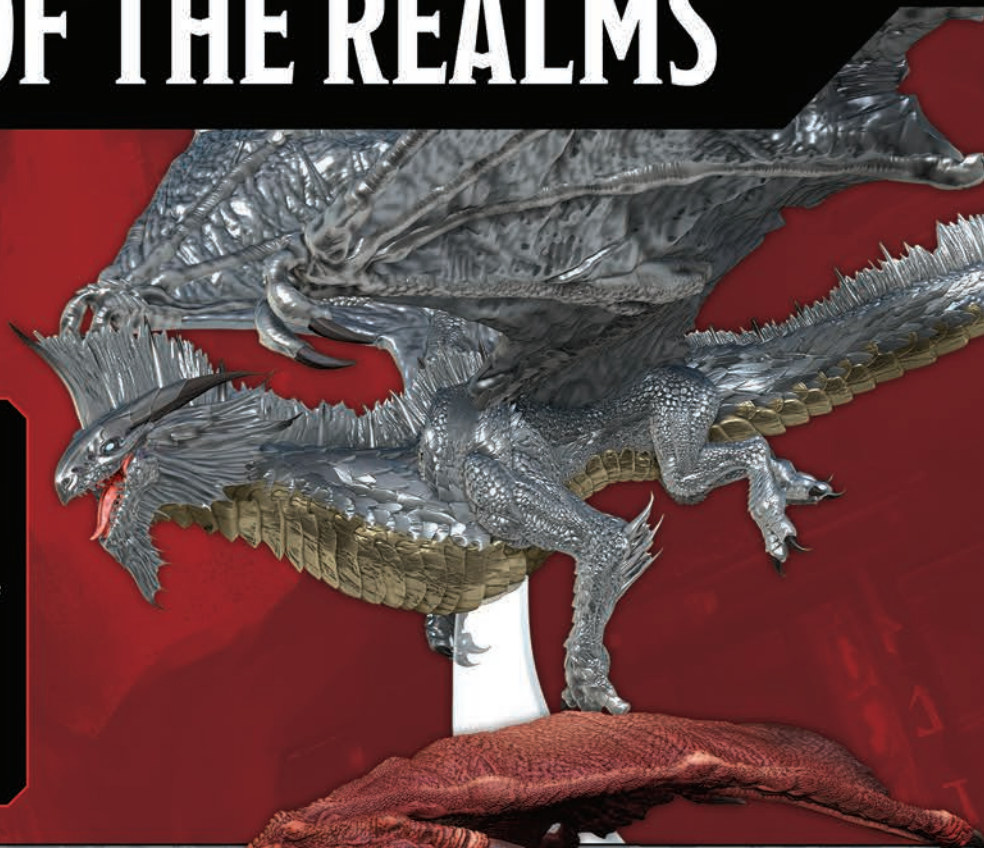
# ICONS OF THE REALMS

## ADULT SILVER DRAGON

A silver dragon shimmers as if sculpted from pure metal, its face given a noble cast by its high eyes and sweeping beard-like chin spikes. A spiny frill rises high over its head, tracing down its neck to the tip of its tail. As the dragon approaches adulthood, its color gradually brightens until its individual scales are barely visible. As a silver dragon grows older, its pupils fade until its eyes resemble orbs of mercury.

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MSRP: \$99.99



## ASPECT OF TIAMAT

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SKU: 96142

MSRP: \$129.99



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# NEW FROM PAIZO



## OUTLAWS OF ALKENSTAR, PUNKS IN A POWDERKEG

This adventure begins a three-part campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar.

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## PATHFINDER LOST OMENS: KNIGHTS OF LASTWALL

Take a detailed look at the knights that took up arms to continue the fight against the undead hordes and evils that roam the world.

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## HORIZONS OF THE VAST, THE CULLING SHADOW

More than 250 sturdy spell! This adventure concludes a six-part campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery.

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## PATHFINDER ADVENTURE PATH: ABOMINATION VAULTS

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## COVER STORY



### Star Wars Villainous

Fulfill your ambitions in *Star Wars Villainous: Power of the Dark Side*. Each player will take control of one of five iconic *Star Wars* characters: Darth Vader, Asajj Ventress, Kylo Ren, Moff Gideon, or General Grievous in this inaugural offering of the celebrated *Villainous* family!

by Ravensburger

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### Fuse Countdown

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by Renegade Game Studios

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by Unstable Games

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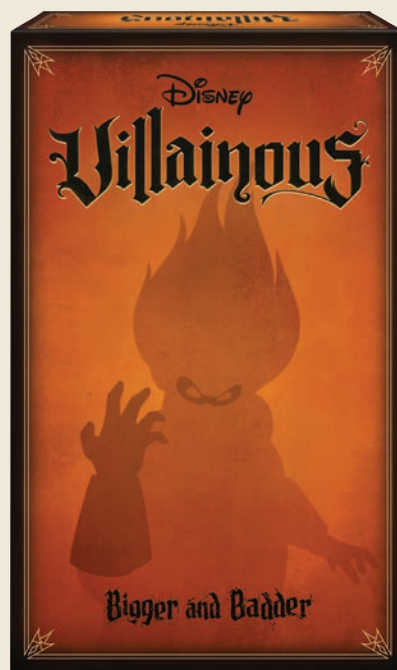
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CARD DRAFTING

VARIABLE POWERS

HAND MANAGEMENT

SOLO MODE



TOP 3 ON THE  BGG HOTNESS LIST FOR OVER 3 MONTHS STRAIGHT

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 SPIEL '21  
Internationale Spieltage

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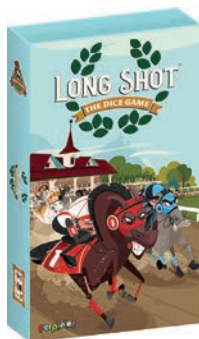


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**Disney Kingdom Hearts: Perilous Pursuits from USAOpoly/The OP**  
Reviewed by Thomas Riccardi

78



# BATTLETECH™

## BUILD YOUR ARMY!



Every commander needs a force to send into battle. Start your collection or add reinforcements with the new series of **ForcePacks**, including iconic BattleMechs seen on battlefields stretching from the Succession Wars all the way to the new ilClan Era. Each **ForcePack** includes a lance, Star, or Level II, as well as pilot cards to infuse personality into the MechWarriors under your command and **Alpha Strike** cards to make them available in all modes of **BattleTech** play.

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### Greetings Dear Readers!

Welcome to your May 2022 edition of *Game Trade Magazine*!

Boy, oh boy do we have a great issue for you this month! First, we kick off with an **exclusive** look at the upcoming *Star Wars Villainous* from our friends at Ravensburger. If you're familiar with the Villainous line, you already have some idea of the wicked good times to be had, and now you can travel to a galaxy far, far away for even more dastardly fun!



Of course, if you prefer your fantasy to be a bit less serious, then the folk over at Unstable Games have got you covered. In this issue, we take a look at all of the fun (and funny!) developments for *Here to Slay*, *Happy Little Dinosaurs*, and more. If you haven't checked out these games, I highly recommend them — they are a hoot and a favorite around my games table!

For those players out there who may want their games to take place a little closer to home, the team at Renegade Game Studios check in with Kane Klenko and chat about some of his favorite designs as well as the upcoming *FUSE: Countdown!* Race against the clock with all new abilities and elements — can you save the day in 10 minutes or less?

Last, and certainly not least, to celebrate the release of *Star Wars Villainous*, this month's issue features five different covers (a *GTM* first!), one for each of the characters featured in the inaugural release from Ravensburger. We hope you enjoy these!



All this and more! As always, thanks for joining us for another great issue.  
Game on,  
-JG

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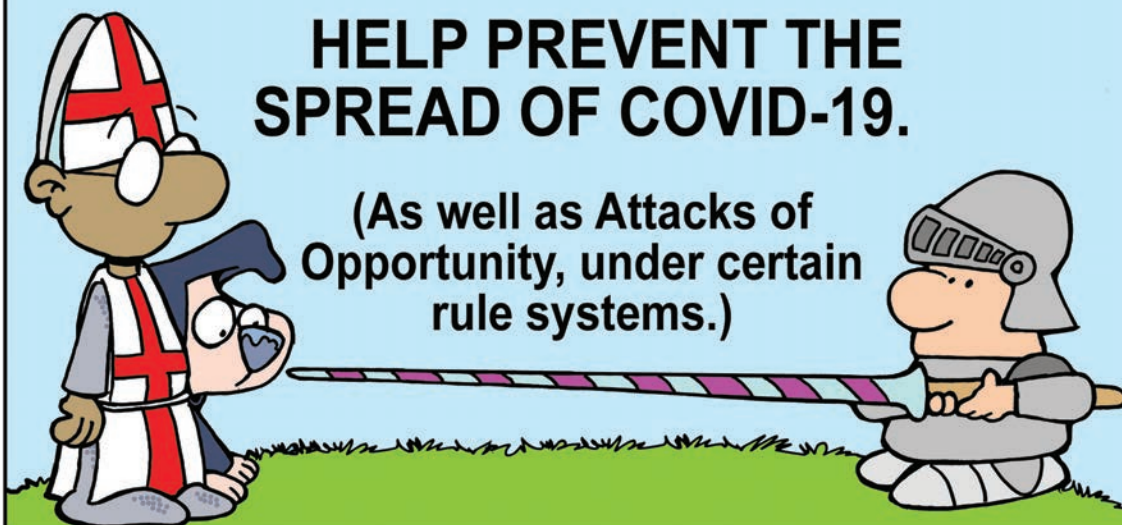
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## HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of Opportunity, under certain rule systems.)



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# Barrow of the Corpse Crawler

SFEE-014 — MSRP: \$44.95

- Giant Corpse Crawler miniature on gargantuan 100mm base
- 12 Ghoul-kin Reaper tokens
- Double-sided game mat
- Adventure book
- Monster stats
- Tips and tricks for building tension and excitement

For players of all experience levels



Everything you need to run Epic roleplaying Encounters

# Epic Encounters

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- 15 miniatures (including 5 unique sculpts!)
- Double-sided game mat
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- Tips and tricks for building tension and excitement



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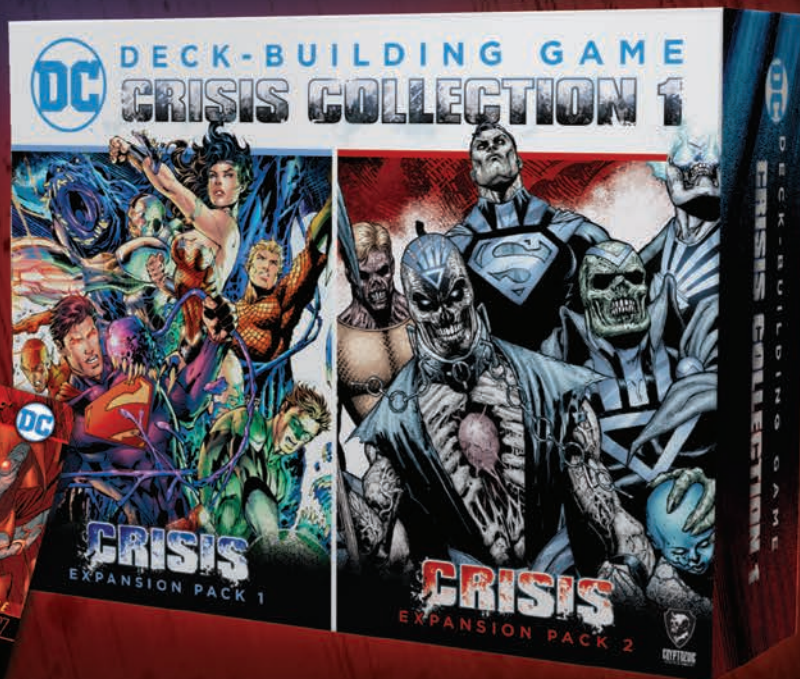


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- **FOIL** oversized Character cards
- **Black Racer Promo Card** in every box
- Limited edition **Reverse-Flash Promo Card** free with early orders

**MSRP \$39.99 - AVAILABLE NOW!**

- Collects **Crisis Expansion Pack 1** and **2**
- **FOIL** oversized Super Hero cards
- **White Lantern Sinestro oversized FOIL Promo Card**
- **Red Lantern Spectre Promo Card** free with early orders



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**



**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 491486.....\$34.95

**ULTRA PRO**



**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550.....\$19.95

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525.....\$19.95

**MORGAN LE FAY PLAYMAT**  
UPI 15526.....\$19.95

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549.....\$19.95

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530.....\$19.95

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527.....\$19.95

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526.....\$19.95

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15527.....\$19.95

**USAOPOLY**

**SPOTLIGHT ON**



**CODED CHRONICLES: THE ENIGMA - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO 0810720.....\$19.95

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO 01113449.....\$19.95

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.  
USO 04010595.....\$19.95

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO 00210103.....\$19.95

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712.....\$19.95

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 9033069.....\$19.95

**SPOT IT!: PROTOPOSE**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 9033069.....\$19.95

**WIZARDS OF THE COAST**

**FEATURED ITEM**



**MAGIC THE GATHERING CCG: ARENA STARTER KIT**  
WOC C7512000.....\$19.95

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C75030000.....\$19.95  
BUNDLE WOC C75070000.....\$19.95  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....\$19.95  
PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$19.95  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.95

**WIZKIDS/NECA**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019.....\$69.99

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752.....\$129.90

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755.....\$9.99

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753.....\$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520.....\$24.99

**SPOTLIGHT ON**



**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

### FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

### OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

### SPOTLIGHT ON

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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# DISCOVER THE POWER OF THE DARK SIDE WITH **STAR WARS VILLAINOUS**

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## STAR WARS VILLAINOUS

RVN 60001946..... \$39.99 | Available August 2022!

The award-winning *Villainous* franchise enters the legendary *Star Wars*™ galaxy! In *Star Wars*™ (*Power of the Dark Side*) *Villainous*, you'll use your Villain's sinister influence and unique abilities to achieve your dark destiny. Play as Darth Vader, Asajj Ventress, Kylo Ren, Moff Gideon, or General Grievous.

### IMMERSIVE GAMEPLAY ELEMENTS

As with past *Villainous* franchises, new gameplay elements were introduced to fully immerse players in the *Star Wars*™ universe. One of these elements is Ambition. Not everything can be bought or manipulated with Credits, the main currency of *Star Wars*™ *Villainous*. You can use your Villain's Ambition to use special Ambition Abilities as well as play special Ambition cards. These Ambition Abilities express a Villain's unique powers, whether they're using the Force, leading an army, or manipulating events in their favor. You'll gain 1 Ambition at the start of every turn and may also gain Ambition from other cards and actions.

Incorporating iconic ships from the *Star Wars*™ universe was also crucial to embracing each Villain's story. A new "Vehicle" mechanic allows you to play ships and transports to a new "Deep Space" section of your player board (called "Sectors in *Star Wars*™ *Villainous*"). To play Vehicle cards, you'll pay its Cost in either Credits or Ambition. Vehicle cards add a new location to your Sector, complete with action icons as well as a special Ability that triggers whenever you move there. Vehicle cards are present in both Villain and Fate decks and can "engage" with each other. For example, Darth Vader's **TIE Advanced X1** could face off against the **Millennium Falcon**.



### DARTH VADER

Darth Vader, the main antagonist in the original *Star Wars*™ trilogy, must defeat Luke Skywalker to emerge victorious in the game. He can only defeat Luke Skywalker by paying 6 Ambition while Luke is in the Emperor's Throne Room (a location in Darth Vader's Sector) and while Luke is conflicted.

Luke Skywalker is represented by a tile in the game. Instead of being classified as a Hero, Luke Skywalker is a Jedi, and is unaffected by Abilities targeting Heroes. One side of the tile shows a focused Luke Skywalker. Heroes sharing a location with Luke while he is focused cannot be targeted by Vanquish actions. Many of Darth Vader's cards allow him to turn the tile over, showing a conflicted Luke Skywalker. While Luke is conflicted, he can be moved one location closer to the Emperor's Throne Room each time a Hero is defeated.

Once the Conflicted Luke Skywalker is in this location, Darth Vader must move to the Emperor's Throne Room along with Emperor Palpatine to pay 6 Ambition and win. Darth Vader will need to move quickly, as Heroes like **Princess Leia** increase the cost of Ambition actions, and Fate cards like **May the Force Be with You** remove Ambition, making it harder for this Villain to complete his objective.

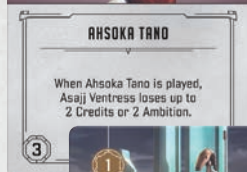




## GENERAL GRIEVOUS



General Grievous is known for his hatred of Jedi Knights. To win in the game, Grievous must collect 8 Lightsabers by defeating Heroes.

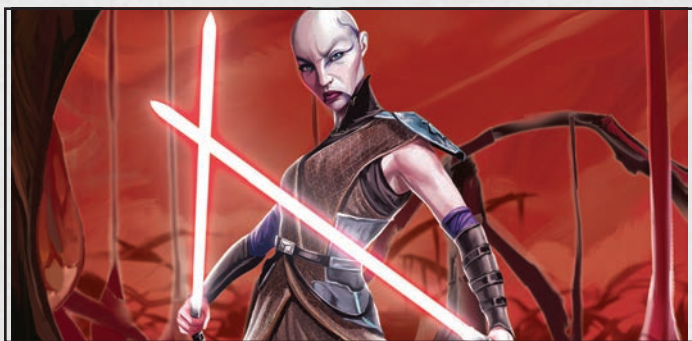


While most Heroes will only award General Grievous with one Lightsaber, there are some that allow him to collect two, such as **Ahsoka Tano**. In addition, there are cards like **Add to My Collection** that award one Lightsaber to Grievous without requiring him to defeat a Hero. As General of the Droid Army, Grievous has many Allies to call upon, and is not afraid to sacrifice them for his purposes. General Grievous can use his ship **Malevolence's** Ability to remove two Allies to defeat a Hero.



However, General Grievous may be forced to make unwanted sacrifices. Opposing Heroes have ships like **The Negotiator**, which can block the actions and effects of Grievous' own Vehicle cards. Grievous may need to sacrifice a Vehicle to remove a Fate Vehicle placing him at a disadvantage.

## ASAJJ VENTRESS



As a Sith assassin and bounty hunter, Asajj Ventress must complete three Missions.

Each Mission has a different amount of Ambition that needs to be gained to complete it. Asajj Ventress has cards at her disposal that allow her to plan ahead, like **Count Dooku**, which lets the player look at the next two Missions and place them in the most convenient order. In addition to this, Asajj Ventress can make use of the **Trident** vehicle card to draw a random card from her discard pile, which may prove useful as she completes her Missions.

## MOFF GIDEON



The leader of a remnant of the Galactic Empire, Moff Gideon's objective is to capture and experiment on Grogu. To win in the game, this Villain must have **Grogu** on the Villain side of his Sector along with **Doctor Pershing** and **Laboratory Samples** at the same location. While **Grogu** cannot be put in play if there are no Heroes in Moff Gideon's Sector, there are ways this Villain can take matters in his own hands. Using the **Outland TIE Fighter**, Moff Gideon can reveal Fate cards until he can find a Hero to put in play and get to Grogu.

To slow Moff Gideon down, his opponents have ways to keep Grogu safe. For example, **Unexpected Help** frees Grogu and maneuvers all Allies from his location until Moff Gideon manages to defeat a Hero.

## KYLO REN



Kylo Ren must commit his destiny to the Dark Side of the Force to win. To achieve this objective, he'll need to move all six of his Destiny tokens to the Dark Side of the Destiny tracker. To move Destiny tokens to the Dark Side, Kylo Ren can defeat a Hero or use his Ambition. Additionally, this Villain has cards within his deck that allow him to gain more Ambition if he defeats a Hero, like **The Knights of Ren**.

Kylo Ren will need to take decisive actions to commit to the Dark Side. Cards within his Fate deck like **Come Home** can sway him to the Light Side.



## JOIN THE DARK SIDE

*Star Wars™ (Power of the Dark Side) Villainous* is intended for two to four players ages 10 and up and takes about 20 minutes per player to play. Look for it in August at your friendly local game store!





# FUSE

## COUNTDOWN



### FUSE: COUNTDOWN

RGS 02467 ..... \$35.00 | Available September 2022!

*Designer Kane Klenko is known for designing tense, real-time games that test your wits and reflexes. His next project, FUSE: Countdown is coming later this year from Renegade Game Studios! We thought it would be a good time to sit down with Kane to discuss his career with Renegade.*

**Renegade Game Studios: What excites you as a designer? What would you call your signature style?**

**Kane Klenko:** I think people see me as the real-time game designer, and that's probably true, but I'd say my signature style is tension. At least that's what I'm going for. Real-time games inherently have that tension built into them, but even when there isn't a timer counting down, I want players on the edge of their seats. Whether that's the impending doom from explosions and enemies in *Dead Men Tell No Tales*, or the final shot needed on the mothership in *Flip Ships*, or staring down your opponent hoping they don't take the card you need in *Covert*.



**RGS:** How'd you get the idea/concept for the original FUSE? Can you talk about the design process a little bit?



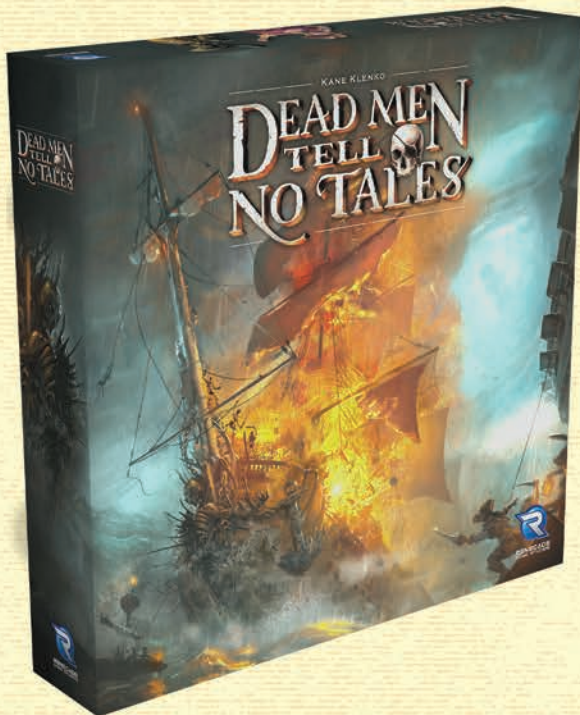
**RGS:** You've partnered with Renegade for multiple game releases. When did that relationship begin?

**KK:** I was introduced to Scott Gaeta at GenCon when he had just started Renegade, and I was immediately impressed with his knowledge and we just clicked. The main game I was pitching that year was *FUSE*, and I had interest from a few large publishers. Even though I had just met Scott, and he had just started Renegade, everything felt right and I decided to sign *FUSE* with him.

**KK:** I remember driving to my son's soccer practice, and I had a picture in my head of dice being rolled and then players discussing



which die they wanted. A couple of days earlier I had the thought that defusing bombs would be a cool theme for a game. I immediately merged the two ideas, and I made a few player boards that night. In the initial version each player had their own player board with colored columns. Each column had a number on it, and you were taking dice trying to match those spaces to ultimately unlock the code and defuse the bomb. I tried it out the next day, and after five minutes I knew it didn't work. I enjoyed the idea of rolling the dice and talking about what we wanted, but the actual game had no interesting choices. I thought through the issues and decided that instead of columns you were trying to fill on a board, players should have a couple of cards in front of them, and each card could have different mixes of dice needed. That would allow endless combinations and make the game feel more exciting with a faster payout for players as they defused several cards in every game.



**RGS:** How does it feel to partner with Renegade to bring *Dead Men Tell No Tales* back into print?

**KK:** It feels great. It was one of my first releases, and the second game I ever designed. Having it available again with the Kraken expansion is amazing, and Renegade has done a great job repackaging it so that we could get the minis into the base box. I'm excited for new players to be able to get their hands on this game.



**RGS:** *Flatline* is a game set in the *FUSE* universe, why do you like returning to that setting?

**KK:** *Flatline* was actually designed before *FUSE*. *FUSE* was obviously released first, and once it proved to be doing well, it seemed like a natural fit to add *Flatline* to the *FUSE* line. They're both cooperative real-time dice games, but they're very different in feel. While *FUSE* is a compact 10 minute, quick-hitting little game, *Flatline* is the bigger brother.



**RGS:** This brings us to the present: you're revisiting *FUSE* with *FUSE: Countdown* coming in 2022 from Renegade Game Studios – Why revisit *FUSE*? What makes this expansion different? What did you want to accomplish when you sat down to design?

**KK:** When I go to gaming events and introduce myself to someone, a lot of the time I get the response "I know who you are, I love *FUSE*!". That's still crazy to me that people around the world are playing my games, and *FUSE* is a big part of that. It's the game that most people seem to know me by, so it will always hold a special place in my heart. I've demoed *FUSE* so many times and in so many different situations, that I can't help but think about new things to add to it, or things I would maybe design differently now. For years I've thought that it would be fun for the players to have special abilities. I've had all these different ideas just swimming around in my head for so long, that during the pandemic lockdowns I thought that I should just take all of those ideas, put them together, and see what another *FUSE* game would be like. What I was going for was a game that very much felt like *FUSE*, but was different enough, and had enough new ideas, that people would be excited about it. *Countdown* adds new elements to make the game more difficult, but also new things to help players to mitigate luck and to feel more powerful. While still feeling like *FUSE*, it increases the need for better communication between players, and offers an even deeper puzzle to be solved. And of course, you still only have 10 minutes!

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# ★REBUILDING★ SEATTLE

WIZKIDS

## REBUILDING SEATTLE

WZK 87565 ..... \$55.00 | Available August 2022!

The great fire of 1889 has burned down most of downtown Seattle, and you are the city planner tasked with rebuilding it. Manage economic resources to improve neighborhoods, erect new buildings and iconic landmarks, and address the needs of an ever-growing population to make Seattle better than ever!

In *Rebuilding Seattle*, you're responsible for managing the zoning and expansion of a major neighborhood! Each round your population grows, and you can either build a new building, expand into a new suburb, activate an event, or build a landmark, before earning profit based on your neighborhood's commerce. You'll buy building types from a shared market, looking to find shapes that fit your grid, and types that fit your strategy. Triggering citywide events can change the tide of the game, offering points, money, and expansions for the players ready for it. You can even enact laws to give yourself the advantage! At the end of the game, whoever's neighborhood has earned the most points for the winner!



To play, you'll use a unique tile laying system, where you fit buildings into a tight grid, but can expand that grid in any direction. You start with one of the six different 6x7 space starting neighborhood grids, which will already have some buildings on it, and some natural features in the undeveloped areas. On your turn, you can buy a building card from a central, shared market, which gives you a specific building shape and type, and an additional bonus. Usually buildings will add an amount of an amenity, like Restaurants, Entertainment, or Shopping, but they can also add income, schools, and mass transit stations. You've got to make sure that the amount of amenities you have keep up with your population, if you want to score the maximum amount of points! It's also nearly impossible to succeed with all three—you'll need to pick your battles, and advance where you can.

To place a building, you must be able to fit it in your grid without overlapping other buildings. You can, however, cover up natural features, but you will no longer get bonuses for them (it's nice to have some trees among the buildings!). If you don't have room, you can buy a 2x4 space suburb tile first, placing it anywhere orthogonally adjacent to your neighborhood. You can try to keep your neighborhood a tight square, or send it sprawling out in a half-dozen directions!

You can also build a Landmark tile, with a unique shape and image, to add special character to your neighborhood. Key locations like an airport, a sports stadium, or even the Space Needle! These are a major



expense, but offer a major benefit—either a one-time bonus, an additional end-of-game scoring condition, or sometimes both!

Your neighborhood even starts with some unique character of its own. Each player board represents an area of Seattle like Queen Anne, Georgetown, or Pioneer Square, and feature three possible laws that they can enact—one per round. These are often benefits that are based on features of your neighborhood, or discounts for certain buildings, providing different strategic routes each time you play.



All players will need to watch for the six possible citywide events. You can trigger an event for a personal bonus, and then all players are affected, gaining victory points, suburb tiles, money, and more, based on the current makeup of their neighborhood. Deciding to trigger an event now, or wait until you have more of the relevant item, but risk someone else getting the bonus, is key to maximizing your victory points. This also drives the game's clock, as each round ends when all 6 events are triggered, and after three rounds, the game is over, and the highest scoring neighborhood wins!

It also comes with a Solo Player Deck so you can still compete to build the best version of Seattle even with just one player! Play against a deck designed to simulate the actions of a second player to discover new strategies and configurations you can use to improve Seattle.

*Rebuilding Seattle* features 130+ building tiles, 90+ suburb tiles, and 15 landmark tiles, providing an endless variety of building options and tile laying strategies, while the unique scoring mechanics and bonuses provide a variety of economic and advancement strategies.

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## BE THE MOLE WITH THE MOST CONTROL!

Moles have traveled from all over to compete in the annual Mountain Maker tournament. In this light strategy game, competitors show their skill based on how high they can pile their molehills, and by how many mountains they control. The mole that can build and control the most mountains out of molehills over 6 rounds will be declared the 'top tunneler' and will win the game. Features a two-level game board and full-color acrylic standees for each mole!

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# Pretty Guardian Sailor Moon Crystal Season III Imposterous



## SAILOR MOON CRYSTAL: IMPOSTEROUS

GGD JPG807 ..... PI | Available April 2022!

2022 marks the 30th anniversary for long-running anime franchise Sailor Moon, and Japanime Games, in partnership with Dyskami Publishing, is celebrating with the release of a new game: *Sailor Moon Crystal: Imposterous*!

Sailor Moon is one of the most famous anime franchises in the world, having started its run in Manga and Anime media in 1992. Since then, it has spawned dozens of spinoffs, movies, and games and practically invented the “Magical Girls” anime subgenre.

Dyskami Publishing saw untapped potential in the Sailor Moon IP and designed several board games licensed from the spinoff Sailor Moon Crystal, which it publishes in partnership with Japanime Games. Together, the two companies have published *Sailor Moon Crystal: Truth or Bluff*, *Sailor Moon Crystal: Dice Challenge* and its expansion, and now *Sailor Moon Crystal: Imposterous*.



*Sailor Moon Crystal: Imposterous* is a social deduction party game for 3-12 players, enough for a great game night with friends! Designed by Richard Garfield, this unique game of bluffing and deception sees players taking the roles of the Pretty Guardians — the protagonists from the anime — and seek to uncover the one villain the Deathbusters have snuck into their midst! Roll dice, answer questions, and put your deductive skills to the test to try and unmask the imposter — but you must coordinate and guess in line with other players — in a unique twist, there's only ONE loser to this game... and 11 winners!

The goal of the game is to detect the ‘odd one out’ based on their answers to the questions being posed. The game has over 1000 questions on 200 different question cards, and the trivia and answers to these questions can make or break you — answer wrong and the whole group will be onto you!

Party games are a great choice for the Sailor Moon IP, as Dyskami Publishing can attest — both *Sailor Moon Crystal: Imposterous* and *Sailor Moon Crystal: Truth or Bluff* both embrace the anime's huge cast of characters in a lighthearted, party game with a large player count. While both are games of bluffing and social deduction, *Imposterous* sets itself apart with its unique design inspiration: *Hive Mind*.

Richard Garfield designed *Hive Mind* — a unique party game of questions and answers published in 2017, where players are bees in a hive and must be harmonious in answering intriguing questions based on their experience and opinions. The more answers they have in common with other players, the more points they get! The lowest scoring player is ushered closer and closer to being forced out of the “hive” — losing the game. These mechanics have been implemented in a modified format for *Sailor Moon Crystal: Imposterous*, with unique twists to the gameplay, and questions and answers based on the anime.

*Sailor Moon Crystal: Imposterous* is one of several upcoming games published through Japanime Games' partnership with Dyskami. The companies recently teamed up to publish *Anime 5E* — a unique anime take on the open-source 5E RPG formula, as well as the latest line of BESM role-playing game products and accessories. Look for the entire *Sailor Moon Crystal* game range at [www.japanimegames.com](http://www.japanimegames.com).





14+

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# WONDER BOOK

## DESIGN SECRETS



### WONDER BOOK

DVG 9042..... \$79.99 | Available Now!

The DV Games team got together recently with *Wonder Book* co-authors Martino Chiacchiera and Michele Piccolini to ask a few questions about their process, inspirations, and more.

**Hi Martino, Michele. Based on your names, we guess you're both Italian, same as DV Games. Where are you from exactly?**

That's correct, we come from Italy but both of us moved abroad (we love Europe and more in general, we live as citizens of the world!). And in case you are wondering, we usually go under the names of "Martin-oh Kiak-kie-rah" and "Mee-ke-lay Pick-coleen-ee".

**Thank you for the pronunciation guides! Can you explain what *Wonder Book* is in three short phrases?**

*Wonder Book* is a cooperative, story-centered, adventure game set in the dragon-land of Oniria. It has intuitive rules, but it has challenging gameplay. And most importantly, it's played on and with pop-ups, which are used in many unexpected ways!

**How did you come up with the idea of a board game on a pop-up book?**

We like to innovate, and we have always engaged in the challenge of including crazy things or mechanics in games and unlocking their full potential. In this case, the game is centered around pop-ups. They are not a gimmick nor an afterthought!

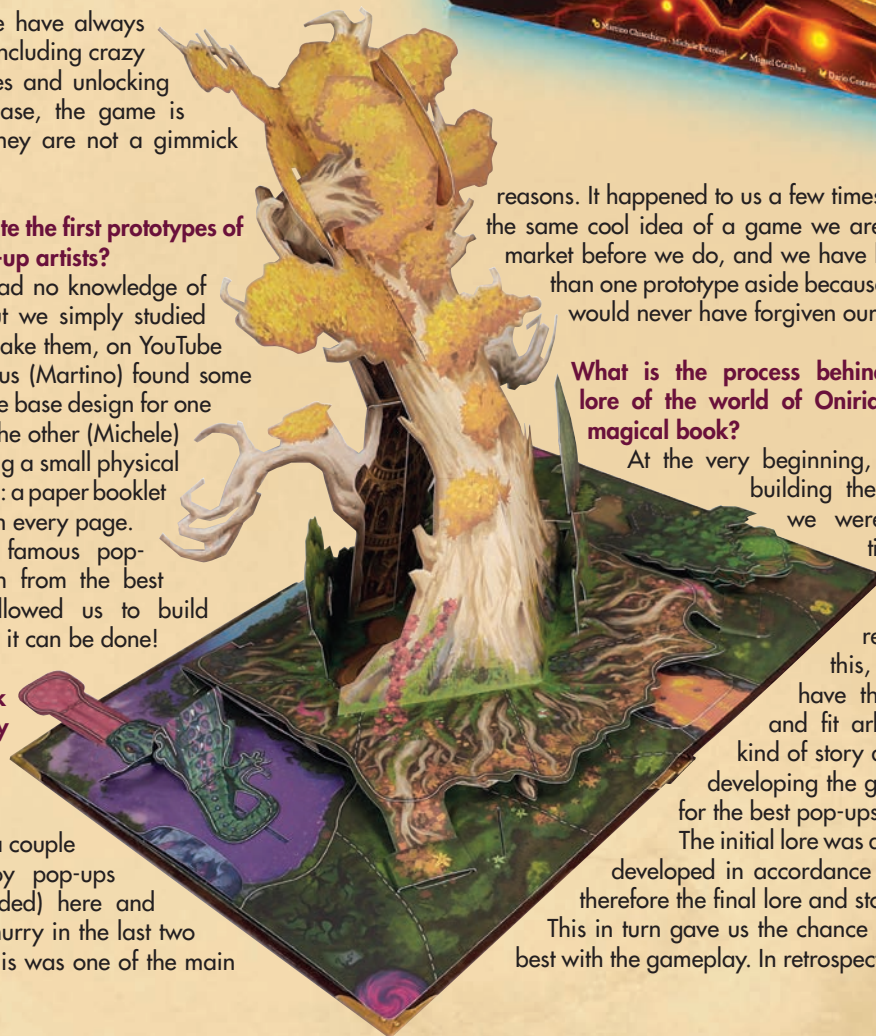
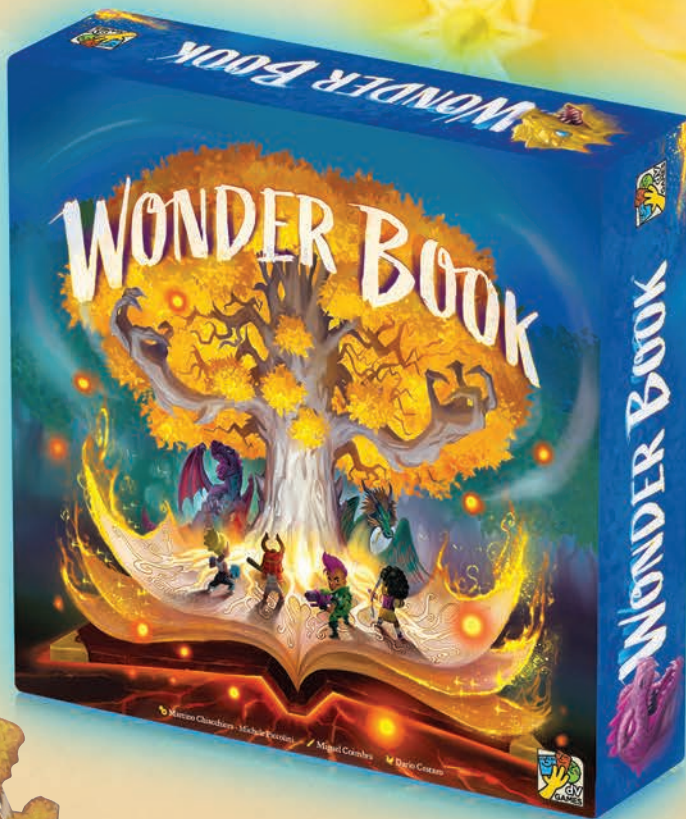
**How did you manage to create the first prototypes of the game without being pop-up artists?**

Nothing is impossible! We had no knowledge of paper engineering at all, but we simply studied how they work and how to make them, on YouTube and in books. While one of us (Martino) found some cool paper toy designs and the base design for one of the dragons in the game, the other (Michele) spent his 2016 summer making a small physical 3D "encyclopedia" of pop-ups: a paper booklet with a different mechanism on every page.

We also bought many famous pop-up books to take inspiration from the best mechanisms. All of this allowed us to build prototypes. It wasn't easy, but it can be done!

**Since the development took so long, did you have any fears that someone would come to the market with a similar idea before you?**

Yes, constantly. And indeed, a couple of game ideas that employ pop-ups **are** popping up (pun intended) here and there right now. We had to hurry in the last two years of development, and this was one of the main



reasons. It happened to us a few times that some product with the same cool idea of a game we are working on enters the market before we do, and we have been forced to set more than one prototype aside because of that. In this case, we would never have forgiven ourselves!

**What is the process behind the creation of the lore of the world of Oniria, its dragons and the magical book?**

At the very beginning, we were starting with building the lore, but we realized we were spending too much time daydreaming about stories and not actually building the real game. Because of this, and because we didn't have the capacity to produce and fit arbitrary pop-ups to any kind of story and lore, we focused on developing the gameplay and searching for the best pop-ups we could use.

The initial lore was also changed and further developed in accordance with the publisher, and therefore the final lore and story was born pretty late. This in turn gave us the chance to make it match at our best with the gameplay. In retrospect, this might sound like a





long and complex process, but by reworking our own ideas so many times, we've forced ourselves to come up with even better solutions.

**The story seems to be "timeless" and for everyone, a bit like some classic Spielberg films or the recent "Stranger Things". Are they among your sources of inspiration or is it just a coincidence?**

Actually, no influence in particular, although a story of kids supporting each other to fight monsters is so archetypal that you can come across it often, from the *Digimon* cartoons we used to watch as kids to *Stranger Things* (which we've never actually watched yet!). We tried to decline a story in our own way so as not to be a copy of something known, but it's set in a familiar fantasy setting that everybody should be able to relate to.

Another reason why it may feel familiar is that we tried to stick to the best principles of video game storytelling, from "Play, don't show" thanks to players being in control of all their actions and decisions, to texts kept short, to a multi-act structure with ups and downs, to main characters that are not one-dimensional but have all flaws and motivations.

**Is there a pop-up mechanism that you thought would NOT work until you tested the final prototype?**

Together with the publisher DV Games we put a lot of effort into testing and stress-testing the mechanisms, and we did our best to

improve their durability and functionality till the end of the project. In the end they all work perfectly as intended and are granted to be extremely durable. Many of the biggest improvements of course have been made in the latest development cycle, thanks to the expertise our team had built till that point, and several sessions of blindtests and stress tests of the mockups.



**Who imagined the design of the Wyrms, the monsters of the game?**

We didn't want to feature dummy generic enemies in our game. Therefore, across almost 6 years of development, they have seen many forms, names and interpretations... and yet none of them satisfied us completely. The final concept came up while talking about other aspects related to the story and the lore. The challenge of integrating several different things and having to make sense of all of them was actually the spark to finalize Wyrms' overall concept. In the end, thanks to this complex process we managed to give them much more purpose in the story and in the game experience than expected!

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*Journey into the lands of Oniria where adventure awaits as never before in Wonder Book, available at a friendly local game store near you!*



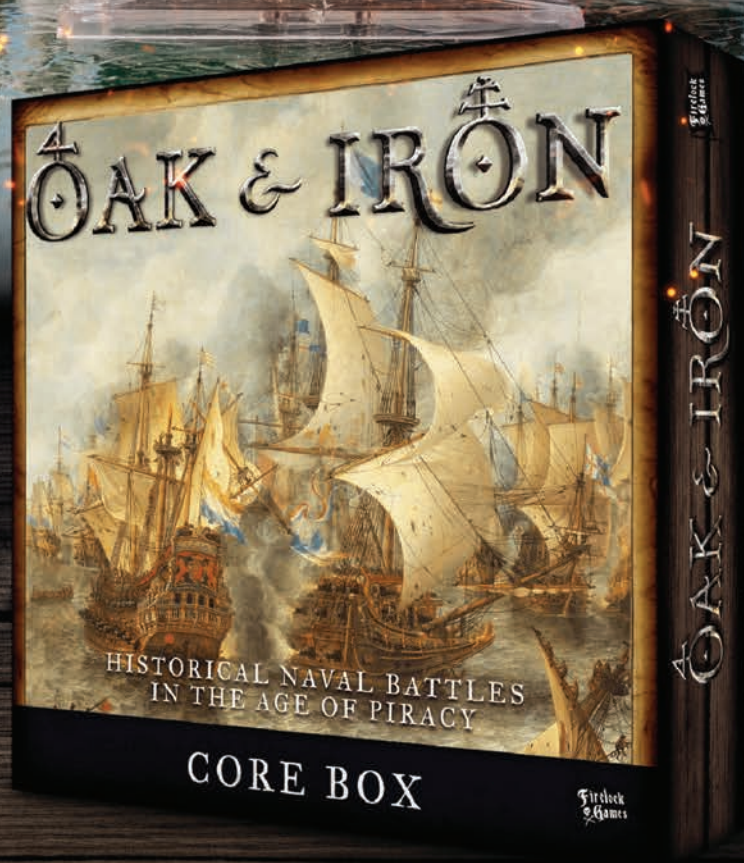
# OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



*Oak & Iron* is a 1/600th scale naval game set in the age of piracy, imperial expansion, and above all - fighting sail. It allows players to recreate battles between squadrons and small fleets of armed sailing ships. The game is designed to be true to the theme and tactics of the period while supplying significant flavor for the various factions. This is the starting point for *Oak & Iron*, everything needed to play is in this box!

*Everything needed to play is included in core box*



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[www.firelockgames.com/oakandiron](http://www.firelockgames.com/oakandiron)





# Blood & Plunder

## *Fire on the Frontier*

*By Mitch Reed*

**B**lood & Plunder leaves the high seas and now immerses you in some of the most interesting fights that have ever taken place in North America. The new "Fire on the Frontier" book from Firelock Games takes the game in a new direction and now you can play with many of the forces that were seen in King Phillip's and King William's War that took place between 1675 until 1697.

Few games bring you the Anglo-Indian and the Anglo-French conflict in such stunning detail. This new book introduces some great new force lists and no Blood & Plunder game would be complete without some of the colorful characters taken right from the pages of history and on to your gaming table.

Fire in the Frontier features new lists for your Native American, French and British forces that richly expand the game. The biggest addition is the new Native American forces that allows you to play many of the different tribes such as the Iroquois, Wabanaki and the Westo nations. You now have seven unique Native tribes to pick from and three new units in which to include in your Native Forces. The new commanders and characters for this faction really stands out, you have ten new historical and legendary commanders to choose from and they add so much flavor to the game. New tribes also can be tailored to represent many other factions that took part in the conflict along with new special rules that many of us cannot wait to play.

The French forces can also include the Native Americans and we get new units such as the French Raiders and Iberville's Expeditionary Force along with two other lists. The French faction from "No Peace Beyond the Line" were some of the most interesting units to play. Fire in the Frontier now gives you some great options when making a French force that will drive your opponent from the table. Along with new leaders the French have two special characters who are missionaries that are interesting and will be included on many lists builds in the future.

The English faction now focuses on some of the first permanent communities in North America with many of the forces hailing from New England. Benjamin Church's Raiders is a list that will become a favorite of many players who have loved English lists in the past. Once again, this faction comes with a host of new commanders and special characters.

Even if this period of early Colonial North America is not your thing, you still need to get this book for all the new rules that feature fortifications. The frontier forts, blockhouses and fortified houses are so iconic and a huge part of the history that Fire on the Frontier covers. Along with your new frontier forces you now can make a perfect table that recreates the outposts and settlements that dotted the western edge of the early colonial period.

The book also gives you four new historically themed scenarios that recreate some of the most interesting battles of the period. Each of these battles comes with unique rules and the lists that are needed to play them. The game also has two new standard scenarios that you can use with your lists from previous books.

As you have come to expect from other Blood and Plunder books, the detailed history of the period is included that gives you the historical background of the forces and factions that are in Fire on the Frontier.

In order to play Fire on the Frontier you will need the base rules and the No Peace Beyond the Line book however many of the forces you have collected and painted are used in this new book. If you are a dedicated Blood & Plunder player, this book is a must have. If you have been waiting for the game to include this conflict, now is your time to join the rest of us who are just loving Blood & Blunder.

You can get Fire on the Frontier from your local gaming shop who stocks Firelock Games products or order it directly at [firelockgames.com](http://firelockgames.com).





# BET ON IT!



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**Perplext**

## LONG SHOT: THE DICE GAME

PEX 2002..... \$27.99 | Available Now!

*Long Shot: The Dice Game* started in development over 5 years ago when Perplext sought to bring back some of the favorite aspects of the now out-of-print original board game *Long Shot* (Z-Man games, 2009) and add some exciting new twists.

In the original *Long Shot*, designer Chris Handy set out to make a family-friendly racing game built around a single horse race with 10 horses. He captured the nature of a real



horse race, with betting and cheering on horses, in a short amount of playing time. With *Long Shot: The Dice Game*, Chris and the team at Perplext developed a light strategy game for up to 8 players that provides interesting strategic choices and just enough luck that results in emotional outbursts of excitement. The theme is intriguing to the casual gamer who approaches the game with a built-in understanding of the game's goal, while the mechanics and embedded strategy wet the hobbyists palate for a party strategy game that accommodates a full game-night's players. Wes Tomlin of *Never Bored Gaming* states it best, "From solo gaming, to a double date night, to a party, *Long Shot: The Dice Game* does a fantastic job keeping everyone at the table active and engaged in the game!"

The original game lent intriguing possibilities and as "roll & write" style gameplay was becoming popular, it became clear to Chris and the Perplext team that the style was a great direction to take a new version of the game. And so, *Long Shot: The Dice Game* took off out of the gate, and with help from the team at Brieger Creative, Perplext finished the game with compelling results and delivers a modern, racing experience that "give you the thrill of betting on actual horses, but throws in enough ways for you to manipulate the odds that it doesn't feel like a complete gamble" (Jonathan Estis, *Roll for Crit*).

And so, the team's intuition came to fruition when Brody Sheard from Meeple Mountain said "Long Shot: The Dice Game will be one of the games mentioned when you hear someone say roll and write!"

Some exciting features of *Long Shot: The Dice Game* include:

- Social Strategy gameplay!
- A short playing time of 25 minutes!
- Clever 'Roll & Write & Erase' gameplay!
- Actions and betting while the race is on!
- Multiple horse card sets making each race exciting and unique!
- Accommodating 8 players and including a solo mode!
- Small, portable box!
- Full-color wooden horse tokens!



Perplext's line of "Roland Wright" breaks new ground and expands the possibilities of the 'roll & write' genre with each new title; *Long Shot: The Dice Game* is certainly no exception!

*Long Shot: The Dice Game* is now available at your friendly local game store.

...

Chris Handy began designing tabletop games in 2000, with the original *Long Shot*. He has partnered with companies such as Z-Man Games and Rio Grande Games. In 2014, Chris launched Perplext, his own publishing company focused on bringing extremely portable gateway games to the masses. Pack O Game, Chris' gum-pack sized card game line, has sold over 600,000 units. Perplext continues to bring innovative titles to market with the recent Roland Wright line of 'roll & write' games. Chris lives on the Central Coast of California with his family.





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #267

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 269 .....\$3.99

## 25TH CENTURY GAMES



#### GARTENBAU

Gartenbau is a 2-4 player game in which players place and layer tiles in a tableau to meet the growing requirements of specifically drafted flower tiles. More generally, you and your fellow players are gardeners racing to create and grow a garden that contains four fully mature flowers, along with other seedlings and plants, in an effort to earn the most prestige by fulfilling each of the flower's unique growing requirements. The player with the most prestige at the end of the game is crowned Gartenmeister - The Master Gardener.

TFC 19000 .....\$59.99

## 2TOMATOES GAMES

#### NEW CORP ORDER

As the top executive of one of the world's leading MegaCorps, your task is to improve the public image of your company through the wise manipulation of the 4 biggest Media Conglomerates. Infiltrate their structures and use that influence to your advantage, even if that means playing one conglomerate against the other. After all, the prize is big: The World. Scheduled to ship in August 2022.

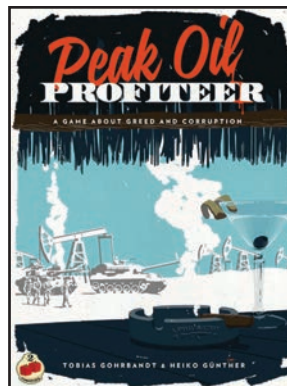
2TG PO003 .....\$35.00



#### PEAK OIL

Peak Oil is approaching and, as the president of a major oil company, you need to find a way to keep your company afloat! To do this, you'll have to extract the last reserves of black-gold to raise the money needed to invest in the new technologies that are sure to soon replace oil. Of course, you'll attempt to survive this crisis using legal means, but the competition won't be so honorable. So maybe you'll have to get your hands dirty as well. Scheduled to ship in August 2022.

2TG PO001 .....\$40.00



#### PEAK OIL: PROFITEER

Peak Oil Profiteer is a standalone board game set in the Peak Oil universe. As the top executive of an oil corporation, you are sent to a war-torn nation that's got a lot of oil and no one who can help sell it! That's where you come in: Your task is to make the most cash before corruption ruins the land. Scheduled to ship in August 2022.

2TG PO004 .....\$45.00



#### PEAK OIL: SPILLOVER EXPANSION

Welcome to the near future. Welcome to Spillover, the first expansion for Peak Oil. Spillover enriches and diversifies Peak Oil by adding variant cards, which change the fundamental rules of the game, and new Demand, Risk, and Security markers. You need the base game to play. Scheduled to ship in August 2022.

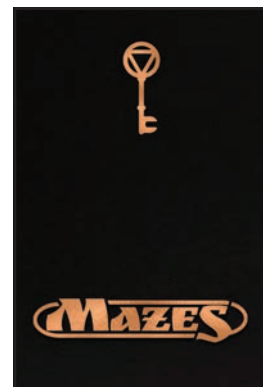
2TG PO002 .....\$11.00

## 9TH LEVEL GAMES

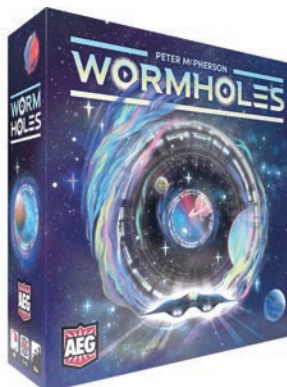
#### MAZES: FANTASY ROLEPLAYING

A modern take on the classic fantasy dungeon RPG. With a single polyhedral die and the power of your imagination you can defeat the Maze Controller with swords, sorcery and shadow! Lightning fast and easy to master, Mazes returns us to the dungeons where we first battled dragons with an award-winning, unique approach to fantasy roleplaying. Open the door to adventure - if you're brave enough. Scheduled to ship in April 2022.

9LG 1980 .....\$39.99



## ALDERAC ENTERTAINMENT GROUP



#### WORMHOLES

In a peaceful galaxy, a new technology has been invented: wormholes. They allow ships to warp from one point to another and open countless possibilities for commerce and travel. As the captain of a passenger spaceship newly equipped with a wormhole fabricator, you can make some serious space bucks by building a robust network of wormholes. Link the farthest reaches of space while delivering passengers to become the most successful captain in this golden age of spacefaring. Its time to bend space and go fast.

AEG 7129 .....\$49.99



## ALLEY CAT GAMES



### ETERNAL PALACE

In *Eternal Palace*, players are tasked with helping the emperor rebuild the prestige of a now derelict palace. Players play as noble families wishing to gain favour with the emperor to rebuild the palace to its former glory and paint a picture of this momentous occasion. *Eternal Palace* is a highly interactive dice placement euro game featuring an easel, whereby players 'paint' locations they have unlocked. Scheduled to ship in May 2022.

ACG 040 .....\$54.99

## ARCANE TINMEN

### DRAGON SHIELD: DOUBLE SHELL



### ASHEN WHITE/BLACK

ATM 30635 .....\$4.25



### BLOOD RED/BLACK

ATM 30650 .....\$4.25



### FOREST GREEN/BLACK

ATM 30651 .....\$4.25

### MIDNIGHT BLUE/BLACK

ATM 30656 .....\$4.25



### SHADOW BLACK/BLACK

ATM 30624 .....\$4.25

### DRAGON SHIELD: (100) MATTE ART



### FLESH AND BLOOD - CHANE

ATM 16042 .....\$16.49



### FLESH AND BLOOD - LEXI

ATM 16041 .....\$16.49



### FLESH AND BLOOD - OLDHIM

ATM 16040 .....\$16.49



### FLESH AND BLOOD - PRISM

ATM 16043 .....\$16.49

### DRAGON SHIELD: MATTE DUAL



### CRYPT (100)

ATM 15052 .....\$13.49

### CRYPT JAPANESE (60)

ATM 15152 .....\$7.99



### GLACIER (100)

ATM 15031 .....\$13.49

### GLACIER JAPANESE (60)

ATM 15131 .....\$7.99



### PEACH (100)

ATM 15053 .....\$13.49

### PEACH JAPANESE (60)

ATM 15153 .....\$7.99

## ARES GAMES

### LEX ARCANA RPG: DACIA AND THRACIA EXPANSION

Dacia and Thracia is a new setting module for Lex Arcana, and it describes the wild and dangerous Provinces of Dacia and Thracia, and offers a report about cold and lethal Scythia, the land which lays beyond the Danube border. These harsh and merciless borderlands, dominated by eerie roars and the pervasive clanging of steel, are haunted by primal terrors, bloodthirsty monsters, and marauders who have crossed the border to plunder the Empire's outposts. Scheduled to ship in June 2022.

AGS LE2001 .....\$45.00



### LEX ARCANA RPG: ITALIA EXPANSION

Italia is a new setting module for Lex Arcana and it describes the rich and varied Province of Italia. The land where Rome itself was born, Italia is the very heart of the Empire and the home to its most ancient Gods. Here the Cohors Auxiliaria Arcana (the Player Characters) must confront dangerous monsters and supernatural entities, hidden cults, forgotten enemies, and vast conspiracies. Scheduled to ship in June 2022.

AGS LE2002 .....\$49.00





#### THE SHADOW PLANET

The Shadow Planet is a retro sci-fi game, based on the Italian graphic novel by the Blasteroid Bros, and inspired by movie classics, such as Forbidden Planet, The Thing, or Alien. Designed by Gianluca and Giacomo Santopietro, authors of Letters from Whitechapel, this game is a unique blend of a gripping horror plot and hidden identities with a new approach to the deck-building genre, offering you a great gaming experience and a chance to use a completely different strategy every time to play. Scheduled to ship in July 2022.

AGS EN-TSP01 .....\$59.90

**BANDAI CO.**

## SPOTLIGHT ON

# DIGIMON CARD GAME

### DIGIMON TCG: X RECORD BOOSTER DISPLAY (24) (BT09)

Featuring the popular theme X ANTIBODY, beloved by Digimon. Many Digimon are here in their exciting X form to boost summer sales! This set not only includes Digimon and characters from the on air Digimon Ghost Game anime, but also characters from the popular Digimon Adventure tri. An attractive lineup for virtual pet, game, and anime fans! Includes numerous powerful cards! Provides essential cards for the metagame and bolsters the strength of the product. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2634870 ..... PI

### DIGIMON TCG: JESMON STARTER DECK DISPLAY (6) (ST12)

A preconstructed deck themed around the fan favorite Royal Knight Jesmon! This set contains mainly red cards, featuring numerous popular characters. In addition, six alt art cards exclusive to ST12 and ST13 are included! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2639530 ..... PI

### DIGIMON TCG: RAGNALOARDMON STARTER DECK DISPLAY (6) (ST13)

A preconstructed deck themed around the fan favorite RagnaLoardmon! This set contains mainly black cards, including many cards that will supplement the meta game and make the players hyped. In addition, six alt art cards exclusive to ST12 and ST13, are included! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2639531 ..... PI

## SPOTLIGHT ON

# DRAGON BALL SUPER CARD GAME

### DRAGON BALL SUPER TCG: NEW SERIES - SET 01 BOOSTER DISPLAY (24) (B18)

A unique set that allows fans to experience the fun and appeal of Z Leader as a tutorial! Leader will push the limits and awaken to become Z Leader! In addition to the three Secret Rares, one God Rare card is included. Again, the god rare is an alternate art for one of this set's Secret Rares that players will love! This set includes SS4 Son Goku, SS4 Vegeta, as well as Piccolo and other popular characters! Each color will contain cards with a new gimmick that could enhance old archetypes! SS4 Vegito: Xeno from Dragon Ball Heroes: Dark Empire Saga makes his first debut! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2637061 ..... PI

# Hive Mind

designed by  
RICHARD GARFIELD

THE GAME  
OF THINKING  
ALIKE!



## A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**30-90**  
minutes

Ages  
**8+**

**3-12**  
players

**GAMES**

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GM

MAY 2022

27





GAMES

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**DRAGON BALL SUPER TCG: 5TH ANNIVERSARY SET DISPLAY (4) (BE21)**  
 To celebrate our 5th anniversary, this product is focused on amazing new cards! This includes great cards that will power up any deck of any color. Three of our most popular SCRs are back as reprint cards with new illustrations. Includes a booster pack with twelve random cards from a total of eighteen new gimmick cards with new text. The gorgeous storage box has Gold Stamp on all sides! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2638372.....PI

**DRAGON BALL SUPER TCG: PREMIUM PACK SET 01 DISPLAY (8) (PP09)**  
 Contains 4 Booster Packs and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2637060.....PI

**DRAGON BALL SUPER TCG: STARTER DECK 17 DISPLAY (6) (SD17)**  
 A pre-built Saiyan themed starter set! Four colors from different eras, red (Pan), blue (Trunks), green (Son Goku), and yellow (Gotenks), available at the same time! A new card type, the Z Leader, makes user popular Leaders deck even stronger! It will be attractive not only to new players but also to old players! The first booster contains expansion parts for each starter! Create powerful synergies by combining starters and boosters! The Leader card and the Z Leader card have the same silver foil and gold stamp as the booster set SR! In addition, they come with different illustrations from the booster, making them highly valuable to collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2629897.....PI

**DRAGON BALL SUPER TCG: STARTER DECK 19 DISPLAY (6) (SD19)**  
 A pre-built Saiyan themed starter set! Four colors from different eras, red (Pan), blue (Trunks), green (Son Goku), and yellow (Gotenks), available at the same time! A new card type, the Z Leader, makes user popular Leaders deck even stronger! It will be attractive not only to new players but also to old players! The first booster contains expansion parts for each starter! Create powerful synergies by combining starters and boosters! The Leader card and the Z Leader card have the same silver foil and gold stamp as the booster set SR! In addition, they come with different illustrations from the booster, making them highly valuable to collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2629899.....PI

**DRAGON BALL SUPER TCG: STARTER DECK 18 DISPLAY (6) (SD18)**  
 A pre-built Saiyan themed starter set! Four colors from different eras, red (Pan), blue (Trunks), green (Son Goku), and yellow (Gotenks), available at the same time! A new card type, the Z Leader, makes user popular Leaders deck even stronger! It will be attractive not only to new players but also to old players! The first booster contains expansion parts for each starter! Create powerful synergies by combining starters and boosters! The Leader card and the Z Leader card have the same silver foil and gold stamp as the booster set SR! In addition, they come with different illustrations from the booster, making them highly valuable to collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2629898.....PI

**DRAGON BALL SUPER TCG: STARTER DECK 20 DISPLAY (6) (SD20)**  
 A pre-built Saiyan themed starter set! Four colors from different eras, red (Pan), blue (Trunks), green (Son Goku), and yellow (Gotenks), available at the same time! A new card type, the Z Leader, makes user popular Leaders deck even stronger! It will be attractive not only to new players but also to old players! The first booster contains expansion parts for each starter! Create powerful synergies by combining starters and boosters! The Leader card and the Z Leader card have the same silver foil and gold stamp as the booster set SR! In addition, they come with different illustrations from the booster, making them highly valuable to collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2630030.....PI



NOT FINAL ART

**DRAGON BALL SUPER TCG: THEME SELECTION - HISTORY OF SON GOKU DISPLAY (6) (TS01)**  
 A set of 15 Reprint Cards including 5+ SRs that are highly popular among users! All 15 cards come with new illustrations recreating some of the most popular scenes! Offering more well designed cards for the increased number of collectors in the UW series. Users who missed out on the UW series will find this product easier to build their decks with! A sheet with deck recipes is also included to help the returning players. A rare DBSCG package about 6 inches long by 8 inches wide with a window that allows you to see the three cards that are the centerpiece. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2630033.....PI



NOT FINAL ART

**DRAGON BALL SUPER TCG: THEME SELECTION - HISTORY OF VEGETA DISPLAY (6) (TS02)**  
 A set of 15 Reprint Cards including 5+ SRs that are highly popular among users! All 15 cards come with new illustrations recreating some of the most popular scenes! Offering more well designed cards for the increased number of collectors in the UW series. Users who missed out on the UW series will find this product easier to build their decks with! A sheet with deck recipes is also included to help the returning players. A rare DBSCG package about 6 inches long by 8 inches wide with a window that allows you to see the three cards that are the centerpiece. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 BAN 2630034.....PI

CAPSTONE GAMES

**TERRA MYSTICA: AUTOMA SOLO BOX**  
*The Automa Solo Box is an expansion that allows you to play Terra Mystica alone. Play the base game or add one or both of the Fire & Ice and Merchants of the Seas expansions. 10 different Automa factions and various difficulty levels challenge you to prove your skills in the world of Terra Mystica! Includes a variant to add Automa as an additional neutral player in a 2-player game. Scheduled to ship in May 2022.*  
 CSG TM-SOLO .....\$19.95



SPOTLIGHT ON



**TERRA MYSTICA: BIG BOX**  
 In this peaceful strategy game, you'll decide the destiny of your faction. Choose between witches, darklings, dragon masters, and 17 other factions. Terraform the world to your ideas and construct a large number of buildings. Upgrade them and gain various resources as regular income. Build your stronghold to activate your faction's special ability. Build temples and gain influence in the four cults of fire, earth, water, and air! *The Big Box* contains the following: *Terra Mystica Base Game*, *Fire & Ice* expansion, *Merchants of the Seas* expansion, *Solo Mode* by Automa Factory. Scheduled to ship in May 2022.  
 CSG TM-BIGBOX.....\$149.95



MAY 2022

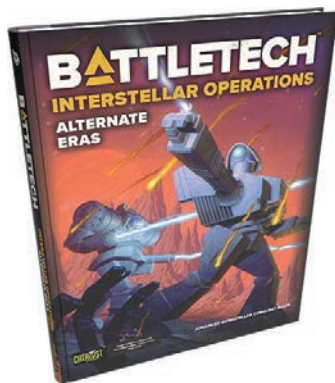


## SPOTLIGHT ON


**BATTLETECH: CLAN INVASION  
SALVAGE BLIND BOX  
DISPLAY (9)**

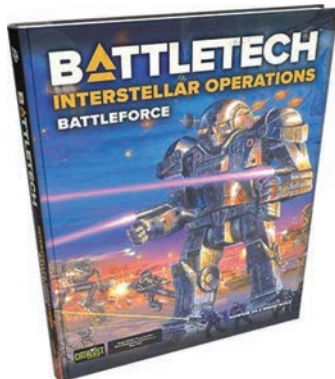
What's hidden in box number one? You won't know until you open it, but its guaranteed to bring more enjoyment and fearless fun to your next BattleTech Clan Invasion experience. Complete with the miniature and profile cards. Let the games begin.

CAT 36005..... \$7.99


**BATTLETECH: INTERSTELLAR  
OPERATIONS ALTERNATE ERAS**

Are you ready to time travel? Alternate Eras introduces a plethora of new rules for playing across thousands of years of BattleTech history. Get ready to do battle with weapons and equipment that dates back to the beginning of BattleTech Time.

CAT 35006VA..... \$44.99


**BATTLETECH: INTERSTELLAR  
OPERATIONS BATTLEFORCE**

This complete all-in-one-book takes this galaxy battle from a quick game on your table top, to the macro level, allowing roles, rules and domination.

CAT 35006VB..... \$49.99


**SHADOWRUN RPG:  
SHADOW CAST**

CAT 28510..... \$49.99

**CHESSEX  
MANUFACTURING**

**170 INDIVIDUAL LOOSE  
POLYHEDRAL DISCONTINUED  
DICE SALE BAG**

Scheduled to ship in April 2022.  
CHX PAAAT11..... \$85.00



**ASSORTMENT OF 25 16MM W/  
PIPS OFF-COLOR D6 SETS**  
Scheduled to ship in April 2022.  
CHX FS16MMO25..... \$96.00

**BAG OF 30 6-SIDED DICE W/PIPS  
SALE (25MM, 30MM, 35MM)**  
Scheduled to ship in April 2022.  
CHX DA2535OC..... \$42.50



**BAG OF 50 HEART  
16MM D6 W/PIPS**  
Scheduled to ship in May 2022.  
CHX 29013..... \$40.80

**FESTIVE: MINI-POLYHEDRAL POP  
ART/BLUE 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20544..... \$5.98

**GEMINI: MINI-POLYHEDRAL  
7-DIE SETS**

Scheduled to ship in July 2022.

**BLACK-GREY/GREEN**  
CHX 20645..... \$5.98

**BLACK-PURPLE/GOLD**  
CHX 20640..... \$5.98

**BLACK-STARLIGHT/RED**  
CHX 20658..... \$5.98

**PURPLE-RED/GOLD**  
CHX 20626..... \$5.98

**PURPLE-TEAL/GOLD**  
CHX 20649..... \$5.98

**STEEL-TEAL/WHITE**  
CHX 20656..... \$5.98



**GEMINI 8: POLYHEDRAL 7-DIE  
SET SAMPLER (18 SETS)**  
Scheduled to ship in May 2022.  
CHX 29920..... \$179.64



**GEMINI: 12MM D6 TRANSLUCENT  
RED-YELLOW/GOLD DICE BLOCK  
(36 DICE)**  
Scheduled to ship in May 2022.  
CHX 26868..... \$13.98



**GEMINI 8: 12MM AND 16MM  
D6 DICE BLOCK SAMPLER  
(12 SETS)**  
Scheduled to ship in May 2022. NOTE:  
This item is sold to retailers in full displays.  
Please contact your retailer for availability.  
CHX 29921..... \$143.76

**LUMINARY: MINI-POLYHEDRAL  
SKY/SILVER 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20566..... \$5.98

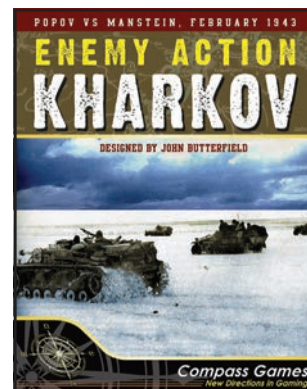
**LUSTROUS: MINI-POLYHEDRAL  
GOLD/SILVER 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20493..... \$5.98

**MARBLE: MINI-POLYHEDRAL  
OXI-COPPER/WHITE 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20403..... \$5.98

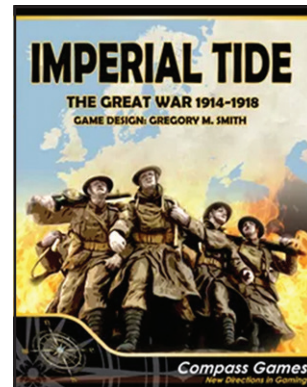
**MINI-POLYHEDRAL: 7-DIE SET  
SAMPLER #2 (50 SETS)**  
Scheduled to ship in July 2022.  
CHX 20992..... \$299.00

**NEBULA: MINI-POLYHEDRAL  
WISTERIA/WHITE 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20545..... \$5.98

**SCARAB: MINI-POLYHEDRAL  
SCARLET/GOLD 7-DIE SET**  
Scheduled to ship in July 2022.  
CHX 20414..... \$5.98

**COMPASS GAMES**


**ENEMY ACTION: KHARKOV**  
*Enemy Action: Kharkov* is the second game in John Butterfield's acclaimed *Enemy Action* series of card-driven games simulating pivotal battles in World War II, playable by two players or one player controlling either side in the conflict. Scheduled to ship in May 2022.  
CPS 1121..... \$82.00



**IMPERIAL TIDE: THE GREAT WAR  
1914-1918**  
*Imperial Tide: The Great War 1914-1918* is a 2-player strategic level game which places you in command of either the Allied or Central Powers during The Great War (World War I.) *Imperial Tide* is based on the popular, action-packed *Pacific Tide* game system by Gregory M. Smith, with many combat and strategic decisions to challenge players in just a single evening's game. Scheduled to ship in April 2022.  
CPS 1129..... \$69.00





**PAPER WARS #99:  
ROMMEL TRIUMPHANT**  
Scheduled to ship in April 2022.  
CPS 099.....\$22.95

## CUBICLE 7

### DOCTOR WHO RPG: SECOND EDITION STARTER SET

*Doctor Who: The Roleplaying Game Starter Set* contains everything you need to start your adventures across all of space and time. Whether you're a complete beginner at roleplaying games or looking for an epic new campaign, this boxed set is the perfect starting point for anyone wanting to experience the vast universe of *Doctor Who*. The Timeless Library is a brand new adventure for players of all experience levels. It sends a group of new and varied companions on a journey to a vast library filled with dangerous artefacts and even more dangerous invaders.  
CB7 1304.....\$29.99



### DOCTOR WHO RPG: SECOND EDITION COLLECTOR'S EDITION

The exclusive *Collector's Edition* of *Doctor Who: The Roleplaying Game* is beautifully finished, featuring a wraparound cover image of the TARDIS Console Room, with spot UV to highlight the glowing crystals. The 256 page book is presented in a slipcase intricately designed to reflect the exterior of the Thirteenth Doctor's TARDIS. The slipcase opens with two doors at the front held closed with magnets. The

book content remains the same as the standard edition, with the addition of a ribbon bookmark, and striking page edging, in TARDIS blue.

CB7 1314.....\$99.99

### WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: CHAMPIONS OF DEATH

*Champions of Death* allows players to create tragic, damned, and twisted undead characters for *Warhammer Age of Sigmar: Soulbound*! The book features new undead Species, new Archetypes, new Talents, and devastating new spells and Miracles. *Champions of Death* Includes: Insight into the Great Necromancer Nagash, his history with the Soulbound, and why he may deign to forge a deathly Binding with his own skeletal hands. Rules to play as horrifying Ghouls, skeletal Wights, vindictive Soulblight Vampires, spectral Nighthaunts, or powerful Ossiarh Bonereapers, as well as advice on how and why your character became Soulbound and dozens of sample Short- and Long-term Goals.

CB7 2533.....\$39.99



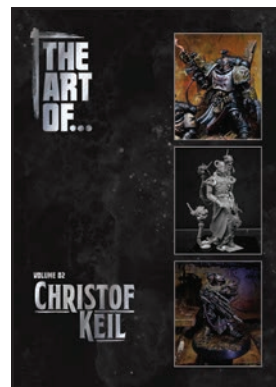
## DAVE TAYLOR MINIATURES



### THE ART OF MINIATURE MONTHLY VOLUME 1 HARDCOVER

*The Art Of Miniature Monthly* contains nine chapters, three chapters each from professional miniatures artists Aaron Lovejoy, Elizabeth Beckley, and Matt DiPietro. These cover an introduction to the artist and their journey through miniatures painting, a look at how they approach their art, and the ways they apply their motivations and techniques to some fantastic art.

DTM 2001.....\$47.00



### THE ART OF CHRISTOF KEIL VOLUME 2 HARDCOVER

*The Art Of Christof Keil* leans heavily into the aspect of miniatures art that Christof is most known for – kitbashing – or combining parts from a variety of incongruous kits to create completely new miniatures. In these pages, he describes the ways his inspirations, motivations, and techniques have evolved over the years. Christof guides us through his early projects, including a detailed tutorial on building a modern version of a classic Necromunda miniature, before moving on to some larger endeavors such as his Black Phallanx Crusade collection

DTM 2002.....\$38.00



### THE ART OF ANA POLANSČAK VOLUME 3 HARDCOVER

*The Art Of Ana Polanscak* - For more than a decade, Ana Polanscak has been creating her own miniature worlds. Initially these worlds were a part of other wargaming settings, but over time they have been fleshed out and been made firmly her own. Ana, a professional miniatures artist, blends elements of European folklore with her own spin on classic tales. Ana's dark and often macabre style is instantly recognizable and deeply intriguing. Not only is her conversion and paint work incredible in it's own right; the way she presents her miniatures and worlds through her photography is art as well.

DTM 2003.....\$38.00

## DPH GAMES

### USURP THE KING

Your family subversively vies for control of the crown. The court that surrounds the King holds subjects who seek power. Each player represents a family that will vie for control over these court members with the goal of backing the King (or new King) when the dust settles. Featuring seven victory conditions, the path to victory may shift as you gain more information about each subjects motives and those of the other families. Your allegiances will twist and change based on your interests. The court members are but pawns. The tools at your disposal are daggers, poison, guards, treachery, betrayal, spies, agents, antidotes, bribery and conspiracy.

DPH 010.....\$24.99





## DRACO STUDIOS



### DRAGONBOND: GREAT WYRMS OF DRAKHA RPG (5E)

7 high-level adventures and encounters against the most powerful dragons in the Red Moon. Includes new items, bestiary and lore. With beautiful artwork and featuring the Epic Fighting system for 5e.

DAO 23100 .....\$55.99

## DRAGON DAWN PRODUCTIONS

### BEYOND THE RIFT: A PERDITION'S MOUTH CARD GAME

Explore the land of Zanziar through a series of short campaigns consisting of 3-5, 30 min scenarios. Be called upon by an old army friend of Bastian to deal with Orcs harassing a village in the east, Travel into the mountains of the Dwarven Collective to aid or hinder in the exploitation of the mountains riches, Join Niffil as he discovers the true nature of the cult and finally witness the corruption that lays at the heart of the Elven realms. Scheduled to ship in August 2022.

DDP BTR001 .....\$49.00



### WHITE HAT

White Hat offers competitive multiplayer hacker-themed fun for up to 6 players, but also adds in a dedicated solo mode which turns the game into a head-scratching puzzle solver. This means that all the hats are in play and the soloist has full responsibility for the optimal progress of them all. Scheduled to ship in October 2022.

DDP WH001 .....\$25.00

## DRAWLAB ENTERTAINMENT



### TACTIKI

An innovative tactical strategy game for two players with a memory aspect and beautiful miniatures. Low Luck, Tactical 2 player game. A premium production including beautiful Tiki miniatures and a foam insert. Unlimited Replayability, players can change their setup every time creating a different game. A unique 3d twist in classic 2-player abstract games. Easy to Learn, Hard to Master. Learn how to play in 1 minute. Scheduled to ship in June 2022.

DLB TAC .....\$39.99

## EVIL HAT PRODUCTIONS



### THIRSTY SWORD LESBIANS RPG: ADVANCED LOVERS & LESBIANS HARDCOVER

Advanced Lovers & Lesbians is a supplement for Thirsty Sword Lesbians including new playbooks, settings, and adventures.

EHP 0070.....\$39.00

# ENCHANTED PLUMES™

Craft Dazzling Plumets to Win!  
Play feathers into plumets in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players

*Calliope* games

[www.CalliopeGames.com](http://www.CalliopeGames.com)

## GAMES

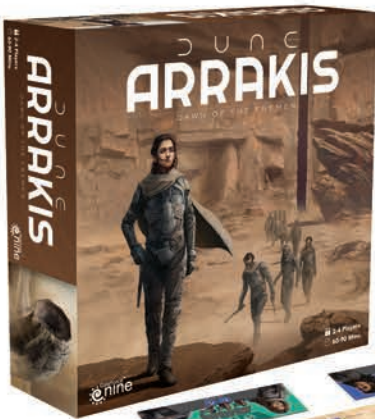
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## Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



**60-90  
mins**



**2-4  
players**



**Ages  
14+**

**GF9 DUNE07 \$60**

## Dune: Betrayal

In this game of tactics and deception you are secret agents amid the sands of Dune.

Your goal is to learn the identities of your foes while protecting your nobles. Enact the aid of strange new tools and allies to gain power and knowledge.

Be clever, practical, and convincing! Hide your true nature while learning theirs.

In the final rounds of battle, you must trust your gut. Whose back will you choose to defend and whose will you stab? The fate of Dune will come down to you.



**20-40  
mins.**



**4-8  
players**



**Ages  
14+**

**GF9 DUNE06 \$30**

**BESTSELLER**

**BESTSELLER**



## Dune: A Game Of Conquest and Diplomacy

In DUNE you will take control of one of the four great factions –House Atreides, House Harkonnen, the Fremen, and the Imperium, all vying to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune.

Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies.

Who will control DUNE...You decide!



**30-60  
mins.**



**2-4  
players**



**Ages  
14+**

**GF9 DUNE05 \$60**





## Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.

30+ mins.

2-4 players

Ages 10+

GF9 CAV01 \$40



JUNE

## Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.

1 hour per player

1 or more players

Ages 14+

GF9 ST044 \$50



JULY

## Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!

1 hour per player

+1 player

Ages 14+

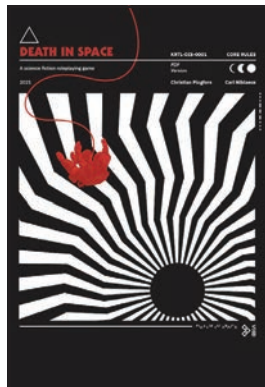
GF9 ST041 \$40



JULY



## FREE LEAGUE PUBLISHING



### DEATH IN SPACE RPG

*Death In Space* takes you to the grimy blue-collar future of a dying universe filled with risk and opportunity, where technology is broken and dirty and society is harsh and desperate. Create unique characters, marked by cosmic mutations and void corruption. Customize your crews spacecraft or space station and salvage spare parts for repairs. Take risky jobs to survive in the lawless and war-torn Tenebris system. Scheduled to ship in June 2022.

FLF DIS001 .....\$39.99



### MORK BORG: CULT HERETIC

*Mork Borg Cult: Heretic* is a zine of community-made misadventure and malice, for use with *Mork Borg* or other rules-light dark fantasy games. Unheroic Feats. Enhance and personalize your classless characters with these optional advancement rules. Bloat. Villagers disappear. Tracks lead to an underground temple of bacchanalian frenzy, reeking of rot, offal and bile. A two-page dungeon for the peckish. Two additional, optional classes: The bastard of a bard Sacrilegious Songbird and the Shedding Vicar, a fanatic preaching the skinless gospel. Scheduled to ship in June 2022.

FLF FLW11 .....\$24.99

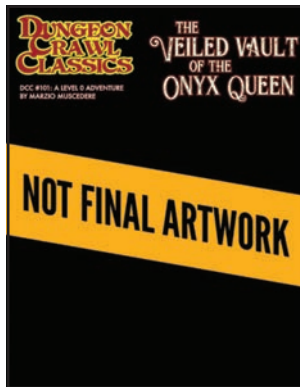


### MORK BORG: GM SCREEN

Scheduled to ship in June 2022.

FLF FLW13 .....\$24.99

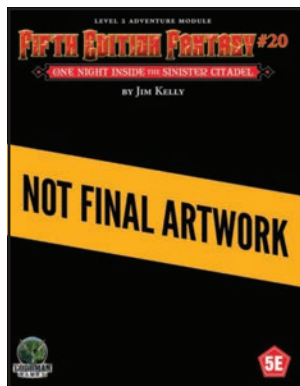
## GOODMAN GAMES



### DUNGEON CRAWL CLASSICS #101: THE VEILED VAULT OF THE ONYX QUEEN

The Queen's Onyx Jubilee is set to begin, marking the 95th year of the merciful monarchs glorious reign. While the entire realm celebrates the good fortune of their long-lived sovereign, a group of common villagers fight to stay alive. For them, the festivities have become a nightmare, as the sounds of revelry are replaced by screams of terror their own! Imprisoned in opulence, marked for death, hunted by creatures both grotesque and foul. This ragtag group of unsuspecting villagers must band together to brave the vile mysteries that haunt this place and stand defiant in the face of death itself - if they hope to escape the Charnel Palace and save their very souls! Scheduled to ship in June 2022.

GMG 5111 .....\$9.99



### FIFTH EDITION FANTASY #20: ONE NIGHT INSIDE THE SINISTER CITADEL

Set within an old converted citadel in the city of Broadgard is the Crylla Auction House. The Crylla clan are an eccentric but honest merchant family of tieflings with a long history in Broadgard. The long-awaited opening of the auction house is highly anticipated by the upper echelon of Broadgard's elite. The auction house is preparing for its inaugural event, the sale of a plethora of enchanted items. This short adventure is designed to be completed in a single session, and includes a bevy of new magic items and several new spells. Scheduled to ship in June 2022.

GMG 55520 .....\$9.99



### MUTANT CRAWL CLASSICS #12: WHEN MAMMALS ATTACK

The rescue of a feral manimal child leads to an amazing discovery she hails from the fabled lands of Zuu itself! But when manimal enforcers attack your village and retrieve the child, your Seeker team must locate the legendary city to rescue her. However, the savage bestial madman who rules there has designs to convert all Terrans into his submissive subjects. Only by leading a manimal revolution can the Seekers hope to stop him! Scheduled to ship in June 2022.

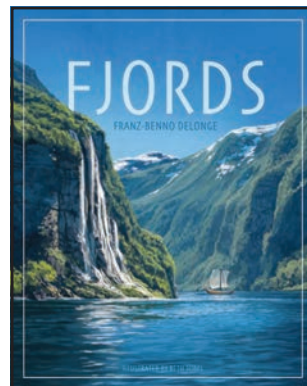
GMG 6222 .....\$9.99

## GRAIL GAMES

### FJORDS

*Fjords* is a tile-laying game for 2 players that takes part over two phases: a tile-laying phase followed by a claiming of the land phase. To begin with, players will take turns placing hexagonal tiles to build the terrain they will soon be claiming. After placing a tile, a player may put one of their huts on the tile just placed. Once the layout of the land is completed, players continue to take turns, claiming sections of open land connected to their huts. The other player - and the craggy terrain itself - will often spoil your plans. The player who claimed the most land over three rounds will win the game. Scheduled to ship in August 2022.

GRL FJ001 .....\$50.00



## GREEN COUCH GAMES



### DARWINAUTS

*Darwinauts*, designed by Chris Bryan (co-creator of the Board With Life web series, and designer of *Lanterns Dice Game*, *Favelas* and *Dragon Ball Z: Perfect Cell*), is a light-to-medium weight Euro-style game of tile-laying, worker placement, set collection, and action selection. Scientists have opened a portal to another dimension filled with alien life. You are one of the few brave enough to venture into this exciting but dangerous new land to research and record new species. You must work quickly to bring back records of the most exotic lifeforms to secure your place in history, but be careful, the portal is unstable and wont remain open for long - The Rift is coming! Scheduled to ship in April 2022.

GCC 013 .....\$44.95

## GRUMPY OWL GAMES

### UNTAMED: FERAL FACTIONS - SPIRIT STRIKE

*Untamed: Feral Factions* is an accessible, stand-alone card battle game for 2+ players, where you build your deck by choosing and shuffling together 3 different Animal factions. Try to take down your opponents Strongholds by tactically playing Animal and Item cards. Use the unique Support mechanic to fuel powerful card abilities, but be sure to manage your Power carefully! The Deluxe Edition includes everything from the Spirit Strike Edition plus a box sleeve, upgraded box, metal coin and art book. Scheduled to ship in August 2022.

#### DELUXE EDITION

GOG UFSS003 .....\$50.00

#### SPIRIT STRIKE EDITION

GOG UFSS005 .....\$40.00





## GUILDHOUSE GAMES



### VARIA: STARTER SET

Varia is a card & dice dueling game where players select from one of two fantasy-themed classes. Players take turns planning out a course of action before rolling dice to see whose tactics come out on top. By using a combination of weapons, armor and cards in hand, players concoct a plan of attack (or response to an incoming attack) each turn. The goal is to knock the other player's health points to zero through clever card combinations, while simultaneously preventing your own defeat by planning tactical defensive moves. Scheduled to ship in June 2022.

GHG VA001.....\$24.99

## KOBOLD PRESS



### TOME OF HEROES (5E)

The Tome of Heroes is the essential expansion for every 5th Edition roleplayer. It contains rules for new character races and subclasses, weapon options, and powerful spells, as well as new equipment, expanded magic rules, and much more. With 5th Edition roleplaying, enter a world of deep dungeons, harsh wilderness, and thriving cities, ready to battle everything from goblins to dragons. Sharpen your skills, discover mythic treasures, and give your character powerful new options to turn back the creatures of darkness. Create heroes of legend, ready to take their place in song and saga. Take up your sword and staff, and seize your destiny! Scheduled to ship in July 2022.

HARDCOVER PZO KOB9306.....\$49.99

SPECIAL EDITION PZO KOB9320.....\$74.99

## KOLOSSAL GAMES



### RELOAD

In the near future, the mega-corporations of the military-industrial complex have invested trillions developing cybernetically enhanced clone soldiers for off-world exploration. Seeking to build robust teams for future missions and more importantly, to land lucrative government contracts they have created special training islands. On these islands, they are able to simulate all of the deadly conditions their soldiers may face on remote planets. In Reload, you get to engage in this battle-royale experience thanks to an innovative action dice system that offers fast-paced play and the freedom to explore the island while fighting for fame. Scheduled to ship in August 2022.

KLG RE001.....\$50.00

## KONAMI DIGITAL ENTERTAINMENT

### YU-GI-OH! TCG: 2022 TIN OF THE PHARAOH'S GODS

The 2022 Tin of the Pharaohs Gods puts the last piece of the mysterious Pharaonic tablet discovered in Egypt in YOUR hands! You can wield the power of the Pharaohs Gods with a beautiful new tin that depicts the top section of the Tablet of Lost Memories, immortalizing Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra!

KON 85721.....\$21.99



## SPOTLIGHT ON

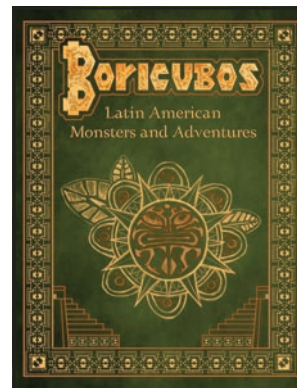


### YU-GI-OH! TCG: SPEED DUEL GX - MIDTERM PARADOX MINI BOX DISPLAY (6)

In the Yu-Gi-Oh! GX animated series, Dr. Crowler hired the Paradox Brothers to teach Jaden Yuki and Syrus Truesdale a lesson! Now you can step into the shoes of the Slifer Red students or their opponents in Speed Duel GX: Midterm Paradox Mini Box! Speed Duel GX: Midterm Paradox Mini Box expands on the Speed Duel GX: Duel Academy Box introducing even more cards from the Yu-Gi-Oh! GX anime series

that are new to Speed Duel! Speed Duel GX: Midterm Paradox is a 100-card static set that contains 4 complete Speed Duel Decks ready-to-play out of the box! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85733.....\$95.94

## LEGENDARY GAMES



### BORICUBOS: LATIN AMERICAN MONSTERS AND ADVENTURES (5E)

This incredible 5E monster book has been developed with a creative team of nearly 20 Latin American authors and artists from the folklore of Mexico, Brazil, Chile, Argentina, Paraguay, Colombia, Venezuela, Peru, Haiti, Puerto Rico, Costa Rica, Honduras, Nicaragua, El Salvador, Cuba, and more in this beautifully illustrated 264-page deluxe hardcover to Make Your Game Legendary! Scheduled to ship in June 2022.

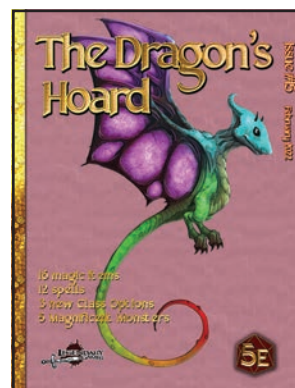
LGP 541BO025E.....\$79.99



### LEGENDARY LOOT CARDS #4 (5E)

Legendary Loot Cards bring you a wealth of treasures for your D&D 5E campaign, each beautifully illustrated and with complete rules! You'll find dozens and dozens of magic items of every kind, from the abyssal carcass to the wolf hair shirt, from common items like the tomb tapper and accompanying instrument to legendary treasures like the unbroken blade and glabrezu claw. Scheduled to ship in June 2022.

LGP 547LL045E.....\$19.99

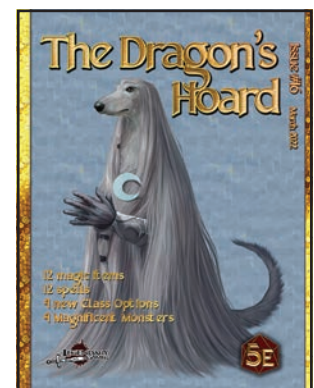


### THE DRAGONS HOARD (5E)

The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragons Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! Scheduled to ship in June 2022.

#15 LGP 542DH155E.....\$11.99

#16 LGP 545DH165E.....\$11.99



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GAMES

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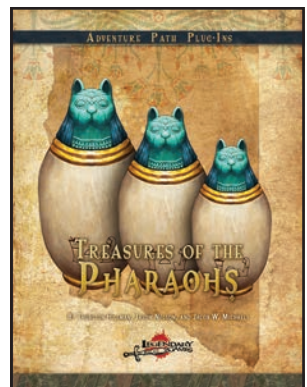


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**FAERIE MYSTERIES (PATHFINDER SECOND EDITION)**

*Faerie Mysteries* explores the influence of fey creatures and the faerie realms on a *Pathfinder Second Edition* campaign world. It is not so much about monsters and magic as it is about how the influence of the fey can change the feel and flow of a campaign, and it gives you a game-mechanical system for describing and representing that in-breaking of raw, untamed, primal magic that make the fey what they are. Fey do not simply walk about within the world; they carry their version of the world along with them and make our world more like theirs with every step. Scheduled to ship in June 2022.  
LGP 052KM07PF2 .....\$13.99



**TREASURY OF THE PHARAOHS (PATHFINDER SECOND EDITION)**

This supplement brings you over 30 *Pathfinder Second Edition* magical items ideal for explorers in an ancient kingdom of pharaohs and pyramids, a land of deserts and tombs, verdant oases and dusty wadis, soaring monolithic temples and seedy back streets and black markets. These items are perfect fodder for tomb robbers of every stripe, uncovering long-lost ruins once hidden by the sands or forbidden to outsiders, but now ready to join a daring rush into the dangerous marketplace of artifacts and antiquities. Scheduled to ship in June 2022.  
LGP 172MU01PF2 .....\$10.99

**LUCKY DUCK GAMES**



**SHERLOCK: CASE CONNECTION**

In *Sherlock: Case Connection* you are a detective investigating a crime. Collect proof, make connections between threads, and use this evidence to reconstruct the leads that you are pursuing. Solve the nefarious plots that Sherlock has discovered as you strive to become the world's next greatest detective. Stay determined and you might even overcome the master himself! Scheduled to ship in May 2022.  
LKY SCC-R01-EN .....\$25.00

**MAESTRO MEDIA VENTURES**



**FEATURED ITEM**



**THE BINDING OF ISAAC: FOUR SOULS 2ND EDITION**

*Four Souls* starts by giving each player their character cards, item cards, three loot cards, and coins. Play goes from player to player as each choose to play loot cards, buy items from the store, or attack monsters! The first player to obtain four souls reigns supreme. Are you ready to tackle The Bloat and other evil adversaries? Scheduled to ship in June 2022.  
MMV 2617 .....\$40.00



**FEATURED ITEM**

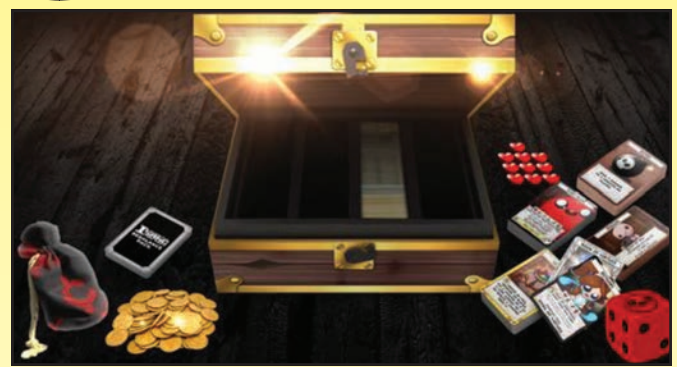


**THE BINDING OF ISAAC: FOUR SOULS REQUIEM EXPANSION**

*The Binding of Isaac: Four Souls Requiem* is a vast expansion that almost doubles the number of cards in the game. It features 250 new cards that you can add to the copy of *Binding of Isaac: Four Souls* you already own (1st or 2nd edition). The new features make the game even more complex and exciting! Scheduled to ship in June 2022.  
MMV 2624 .....\$35.00



**FEATURED ITEM**



**THE BINDING OF ISAAC: FOUR SOULS REQUIEM - THE BIG BOI BOX**

The *Big Boi Box* is the perfect product for gamers that already own the 1st Edition of *Binding of Isaac: Four Souls*. The box is big enough to hold the existing game plus it comes with the *Requiem* expansion, new tokens and a collector's dice. Scheduled to ship in June 2022.  
MMV 2631 .....\$65.00



**FEATURED ITEM**



**THE BINDING OF ISAAC: FOUR SOULS REQUIEM - THE ULTIMATE COLLECTION**

The *Ultimate Collection* is a huge value for consumers. It contains the *Binding of Isaac: Four Souls 2nd Edition*, the *Requiem* expansion and the *Four Souls* + cards along with coins, dice and tokens. Scheduled to ship in June 2022.  
MMV 2648 .....\$120.00



## SPOTLIGHT ON

**ROOT: THE ROLEPLAYING GAME CORE BOOK**

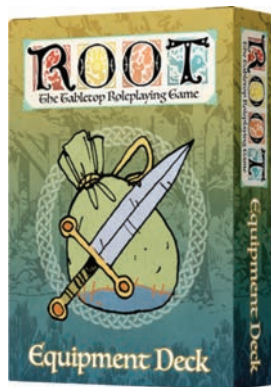
*Root: the Roleplaying Game* is a game of woodland creatures fighting for money, justice, and freedom from powers far greater than them. You play vagabonds, outcasts from the normal society of the woodlands who have come to live in the spaces between, whether that's in the forests themselves or on the fringes of society. Based on the *Root: A Game of Woodland Might & Right* board game and officially licensed by Leder Games, *Root: The RPG* brings the tales of the Woodland to your RPG table! Scheduled to ship in March 2022.

MPG 029 .....\$39.99

**ROOT: THE ROLEPLAYING GAME DENIZENS DECK**

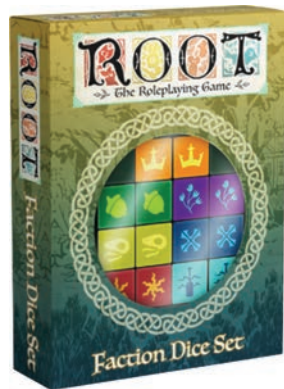
As your vagabond adventures across the Woodland, you will encounter villains, leaders, innocents, and everything inbetween with this fully-illustrated, 55-card deck of Woodland denizens, complete with stats, personality traits, game-ready requests for the vagabonds, and new art by Kyle Ferrin! Scheduled to ship in March 2022.

MPG C07 .....\$19.99

**ROOT: THE ROLEPLAYING GAME EQUIPMENT DECK**

Wield salamander spit grenades, wrist crossbows, and swordbreaker blades with this full-illustrated, 55-card deck of weapons and other gear—complete with special traits, weapons stats, and new art by Kyle Ferrin. This deck also contains cards featuring the weapon moves for *Root: The Roleplaying game*. Scheduled to ship in March 2022.

MPG C06 .....\$19.99

**ROOT: THE ROLEPLAYING GAME FACTION DICE SET**

This pack of engraved dice designed specifically for *Root: The Roleplaying Game* contains one pair of six-sided dice for each of the seven different factions of the Woodland. Scheduled to ship in March 2022.

MPG D01 .....\$24.99

**ROOT: THE ROLEPLAYING GAME TRAVELERS AND OUTSIDERS**

*Travelers & Outsiders* is a supplement for *Root: The Roleplaying Game*, the officially licensed tabletop RPG based on the award-winning *Root: A Game of Woodland Might & Right* board game by Leder Games. It expands the core game to include the first four expansion factors! Scheduled to ship in March 2022.

MPG 030 .....\$39.99

**ROOT: THE ROLEPLAYING GAME GM ACCESSORY PACK**

This *Root: The RPG* GM accessory pack includes a trifold GM screen featuring tools, tables, and information for running the game, alongside two custom notepads for tracking your campaign! Scheduled to ship in March 2022.

MPG S01 .....\$24.99

## MANTIC ENTERTAINMENT

**FIREFIGHT**

Scheduled to ship in May 2022.

**2-PLAYER SET (MARAUDERS VS ENFORCERS)**

MGE MGFFM101 .....\$130.00

**ASTERIAN STRIKE FORCE**

MGE MGFFA101 .....\$100.00

**BOOK AND COUNTER COMBO**

MGE MGFFM102 .....\$45.00

**COMMAND DICE PACK**

MGE MGFFM103 .....\$15.00

**MARAUDER MULE**

MGE MGFFO401 .....\$35.00

**ENFORCER STRIKE FORCE**

MGE MGFFE101 .....\$100.00

**FORGE FATHER STRIKE FORCE**

MGE MGFFF101 .....\$100.00

**GCPS STRIKE FORCE**

MGE MGFFG101 .....\$100.00

**MARAUDER COMMANDO**

MGE MGFFO301 .....\$25.00







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**MARAUDER SKYSCRAPERS**  
MGE MGFFO302 .....\$20.00



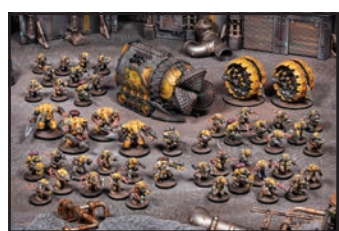
**MARAUDER WEAPONS TEAMS**  
MGE MGFFO303 .....\$25.00



**MARAUDER STRIKE FORCE**  
MGE MGFFO101 .....\$100.00



**PLAGUE STRIKE FORCE**  
MGE MGFFP101 .....\$100.00



**VEER-MYN STRIKE FORCE**  
MGE MGFFV101 .....\$100.00

**MARIUCCI J. DESIGNS**



**HEXPLORE IT: THE DOMAIN OF MIRZA NOCTIS**  
HEXplore It is a hero-building adventure board game system. The *Domain of Mirza Noctis* is our fourth title in the series. It is both a stand-alone game and an expansion to the first three volumes. Make your way across this scarred land to investigate the workings of a terrible Blood Mage, who has spent decades cultivating and collecting the blood of innocents. Move during the Day or at Night and battle a variety of fully illustrated foes. Experience a rich world and reveal what discoveries might lie ahead.  
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Play through the Valley of the Dead King in a new way and experience the unfolding of a rich and epic story. Your heroes will plunge into the narrative and drive how the story unfolds, based on the decisions and actions you make! This hard cover book is the size of 2 full novels, contains over 500 pages of narrative-driven content, and 3 colored ribbons for easy bookmarking. Can you restore balance to the Runecrest Valley?  
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MUH 051743 .....\$167.00

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The Shadow of the Sorcerer is an epic campaign for Conan: Adventures in an Age Undreamed Of, sending the player characters from the backstreets of Messantia in Argos to a remote island in the Western Sea, then to the wastelands of Stygia, as they seek to prevent a diabolic ritual from bringing forth an ancient evil. In this grand adventure they must use every scrap of strength, talent, and cunning they possess as they are pitted against a merciless array of sorcerous, monstrous, and mortal foes! If they fail, a great and powerful foe will become unstoppable, unleashing an era of horror upon the world unlike anything it has ever known! Scheduled to ship in June 2022.  
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The *Dishonored* tabletop roleplaying game transports you to the Empire of the Isles and beyond, to the conspiracies and machinations of its political class, religious sects, and populist factions. The *Dishonored Gamemasters Toolkit* includes advice, details, locations, NPCs, and new rules to help start an exciting campaign and to keep players on the edge of their seats! You will need access to the *Dishonored: The Roleplaying Game Core Rulebook* to fully utilise this product. Scheduled to ship in June 2022.

MUH 051705 ..... \$34.99



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**GAMES**

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MAY 2022

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## FALLOUT: WASTELAND WARFARE

Scheduled to ship in June 2022.



### FALLOUT: WASTELAND WARFARE - THE COMMONWEALTH RULES EXPANSION

The Commonwealth spans the rolling hills and scorched forests of the north to the broken coast and its rusting industry in the east. It sweeps through the decaying urban sprawl of Boston and out into the irradiated wasteland of the glowing sea. The Commonwealth is home to a wide variety of groups, new factions, and additions to existing factions. Access to the rules, dice, and material found in the *Fallout: Wasteland Warfare Two-Player Starter Set* is necessary to make full use of this expansion. Scheduled to ship in June 2022.

MUH 052217 ..... \$45.00



#### UNALIGNED BURNED MAN

MUH 052151 ..... \$18.00



#### UNALIGNED LORENZO CABOT

MUH 052000 ..... \$20.00

## FALLOUT: WASTELAND WARFARE

Scheduled to ship in July 2022.



#### ROBOTS MR. HANDY PACK

MUH 052223 ..... \$32.00



#### SUPER MUTANTS SWAN

MUH 052225 ..... \$78.00



#### HOMEWORLD REVELATIONS: GAMEMASTER SCREEN

Scheduled to ship in June 2022.

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### INFINITY: 0-12 FILES

Born from the failings of the UN and the League of Nations, the O-12 is a place where what passes for interplanetary law across the Human Sphere is born, bred, and ultimately enforced. A bureaucratic monolith, it provides guidance on every topic and imposes order when all other measures fail. It is the one neutral place where all the factions can come together and talk out their differences. Scheduled to ship in July 2022.

MUH 050220 ..... \$22.00

### INFINITY: ACHERON CASCADE CAMPAIGN

Mired in the jungles of Paradiso, three conspiracies will lead the player characters across the Human Sphere to uncover the treachery that lies at the very heart of the war. The player characters are dispatched to Paradisos militarised moon Satori, to investigate an explosion Scheduled to ship in June 2022.

MUH 050214 ..... \$22.00



### JUDGE DREAD & THE WORLDS OF 2000AD: ROGUE TROOPER

In Rogue Troopers universe, the battle for Nu-Earth dominates everything. The Greater Nordland Republic and the Souther Confederacy wage an endless war for control of a poisoned planet. Desperate for an edge, the Southerners have developed superhuman soldiers known as Genetic Infantrymen, or G.I.s, and thrown them against their enemy in the hopes of stalling the Norts inexorable advance. Despite being outgunned and outnumbered, even a single G.I. can often be enough to turn the tide of a battle. Scheduled to ship in June 2022.

MUH ENP2102 ..... \$49.00

### JUDGE DREAD & THE WORLDS OF 2000AD: STRONTIUM DOG

Voyage into the far future in this versatile tabletop game of science fiction adventure. Step into the future and join Johnny Alpha as he blazes a trail across the stars in pursuit of the galaxy's worst criminals. Operating from the space station known as the Doghouse, Johnny and his fellow mutant bounty hunters bring justice to notable outlaws no matter which dimension or time period they hide in. Scheduled to ship in June 2022.

MUH ENP2101 ..... \$49.00



### KULT: DIVINITY LOST - CORE RULES (BIBLE EDITION - 2ND VERSION)

In *KULT: Divinity Lost*, the world around us is a lie. Mankind is trapped in an Illusion. We do not see the great citadels of Metropolis towering over our highest skyscrapers. We do not hear the screams from the forgotten cellar where hidden stairs take us to Inferno. We do not smell the blood and burnt flesh from those sacrificed to long forgotten Gods. But some of us see glimpses from beyond the veil. Scheduled to ship in June 2022.

MUH 052043 ..... \$57.00

### SOLO GAME MASTER'S GUIDE

This long-awaited solo GM guide is a crash course in solo storytelling: a toolkit to help your solo sessions shine as brightly as hers do. Geek Gamers delivers a treasure trove of tips and tools to help you take the role of amazing characters and explore incredible worlds no gamemaster required! Scheduled to ship in July 2022.

MUH 100V101 ..... \$35.00





## THE SPY GAME RPG

Scheduled to ship in June 2022.



### MISSION BOOKLET 1 - DEADLY DATA

Race to a lost agent holding the key the survival of the agency... The wind roars through your shattered windshield as the tires of your smashed car scream, smearing a layer of scalding hot rubber across the blistering asphalt. People dive to safety just as one of the outriders swerves into the passenger side door, causing your vehicle to spew a geyser of electric yellow sparks as your driver side grinds against a concrete wall. Your foot smashes the pedal and a quick swerve gives you back control of the road. The speedometer passes 90 mph and the engine snarls as you gain the lead, your team laying down cover fire while you accelerate towards the helipad 80 feet away. The helicopters engine is already running. The targets on the move.

MUH BCG19006 ..... \$14.00

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Discover intrigue and espionage as corporate interest and political scandal threaten more than just a re-election...Assigned by the Caledonian Spy Group (CSG), the team is hired to investigate an American Senator. The Senator has been on the campaign trail, transferring money into and out of his account as part of his bid for the U.S. presidency. Most of these donations appear legitimate, but there is more than one item which appears a little too generous for the sender they relate to, and as such the agency has been tasked with investigating the senators private financial records. Fortunately, an opportunity to access this information has presented itself Scheduled to ship in June 2022.

MUH BCG19008 ..... \$14.00



### OX DICE

MUH BCG19004 ..... \$20.00

## MONGOOSE PUBLISHING



### TRAVELLER: 2300AD REFEREE'S SCREEN

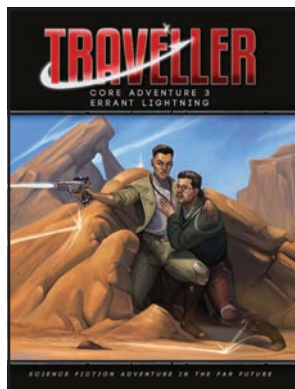
With a stunning panoramic view of a new colony facing the players, and every vital table for the referee, the 2300AD Referees Screen is the perfect complement to a well-run campaign far out on the frontier. Fully compliant with the latest edition and with all the important tables and charts, the new 2300AD Referees Screen is constructed from quality heavy-weight cardstock that will stand the ravages of many years gaming. Scheduled to ship in June 2022.

MGP 20022 ..... \$19.99

### TRAVELLER: ERRANT LIGHTNING ADVENTURE

The Core sector is the heart of the Third Imperium, the seat of empire and an economic powerhouse, but even the Core has its backwater worlds. One such place is Adan, a dry, almost desert world with a unique ecosphere and a secret that few know. Adans small hydrosphere is entirely located in a single deep sea called the Cleft. From that sea grows the Clench, a writhing mass of plant life that extends far into the desert, providing life-giving crops for the world's six million people. Scheduled to ship in June 2022.

MGP 40063 ..... \$19.99



## ONYX PATH PUBLISHING



### DEVIANT RPG: THE RENEGADES

This book contains: The complete guide to playing a Deviant in the Chronicles of Darkness from psychics to cyborgs, from freaks of nature to abominations of science. Customizable powers and drawbacks to accommodate a breathtakingly diverse range of character concepts. Rules for portraying the many faceless conspiracies that make up the Web of Pain. Four example settings across the world, from Ankara to Delaware, each with its own unique conspiracies entangled in the Web of Pain. Note: Deviant: The Renegades is part of the Chronicles of Darkness line. It is a complete core rulebook. No other books are required. Scheduled to ship in June 2022.

ONX DTR001 ..... \$55.00



### MUMMY: THE CURSE 2ND EDITION

Mummy: The Curse includes: Everything you need to run or play Mummy: The Curse, a game of timeless horror and multiple eras of mystery. A deep setting of Iremite history and society, delving into the world of the Arisen and other immortals, sorcerers, and cultists. Powers ranging from the cosmic to the subtle, all at the beck and call of this games protagonists. A plethora of horrifying foes, from Blood Bathers to Body Thieves, Lifeless Shuankhsen to chimerical Amkhata, and many more. Comprehensive storytelling advice to make Mummy accessible and enthralling to everyone from their first session. Scheduled to ship in June 2022.

ONX MTC001 ..... \$55.00



### LEGENDLORE (5E)

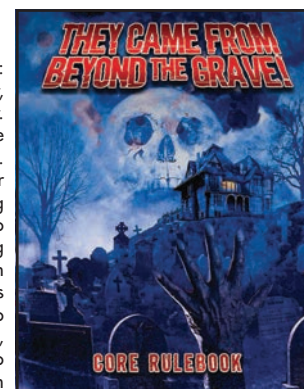
In Legendlore, you have Crossed from Earth into East Azoth and become a changed version of yourself a songwriter finds himself a bard, a scientist a wizard. You might find yourself in a whole new body to better match your true self, including adopting a new fantasy race. Legendlore offers a diverse and inclusive world filled with adventure and mystery. Fight megalomaniacal dictators, explore magic and strange science, and claim your Legend as you find a way back home. Note: Legendlore is a 5E OGL campaign setting, not a stand-alone book. Scheduled to ship in June 2022.

ONX LL001 ..... \$55.00

### THEY CAME FROM BEYOND THE GRAVE!

They Came from Beyond the Grave! includes: Five playable Archetypes the Dupe, the Hunter, the Mystic, the Professor, and the Raconteur. Rules for character creation and play, using the Storypath System fully detailed in this book. Cinematic powers, such as the ability to tear through cheap sets, cut to black when everything is looking grim, and even cut to a montage to speed up play. Quips to throw in at entertaining moments, giving your characters a chance at an award-winning scene, or at least one that makes it into the trailer. Scores of monsters looking to hunt you down and make your lives miserable, from Dracula to Frankenstein's Monster. Two ready-to-play scenarios, playable straight from the book. Scheduled to ship in June 2022.

ONX THEY002 ..... \$55.00







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## SKULL CANYON

- Approachable mechanics and fun theme appeal to many types of players!
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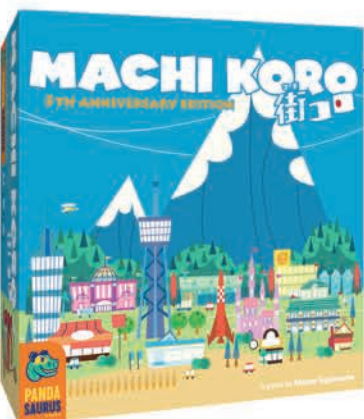
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## NACHO PILE

- Newest party game from Ken Gruhl (*Happy Salmon*)
- Push your luck by drawing numbered chips from the bag!
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- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



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- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



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BEST SELLER

## THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

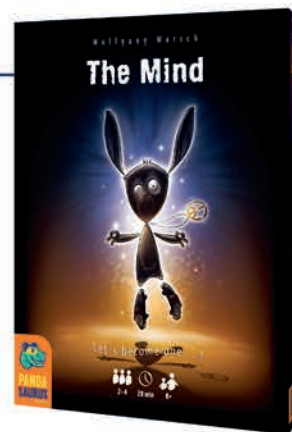


PAN201820 ..... \$12.95

BEST SELLER

## THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95

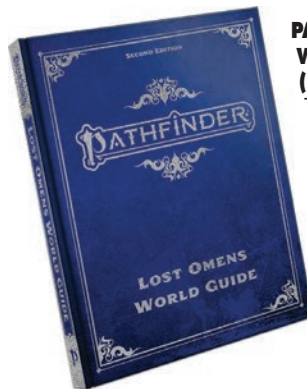




**PATHFINDER RPG: LOST OMENS - WORLD GUIDE HARDCOVER (SPECIAL EDITION) (P2)**

This indispensable 136-page guidebook to the world of *Pathfinder* presents everything you need to know for a lifetime of adventure in the uncertain Age of *Lost Omens*. The god of humanity is dead and prophecy is broken, leaving adventuring heroes like you to carve their own destinies out of an uncertain future! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in July 2022.

PZO 9301-SE ..... \$62.99



**STARFINDER RPG: ADVENTURE - REDSHIFT RALLY**

*Redshift Rally* is a complete *Starfinder* adventure for 7th-level characters written by Jessica Catalan, and features details on the history of the Absalom Run and its current competitors, a pair of weird alien creatures, new spells and vehicle upgrades, and a new archetype perfect for players with a need for speed! Scheduled to ship in July 2022.

PZO 7603 ..... \$24.99



**STARFINDER RPG: FLIP-MAT - STAR KNIGHT STARSHIPS**

The depths of space can be a dangerous place, but those who have upheld the traditions of knighthood over the millennia patrol the galaxy to protect the everyday citizens sometimes even from themselves. This double-sided *Starfinder Flip-Mat* features the interior of a guard ship of the Knights of Golarion group dedicated to promoting justice and righteousness in the name of that lost planet on one side and the deck plans for a warship of the Hellknights ruthless organization who enforce the law at any cost on the other. Scheduled to ship in July 2022.

PZO 7332 ..... \$16.99



**STARFINDER RPG: PACT WORLDS (POCKET EDITION)**

The Pact Worlds are the beating heart of the *Starfinder* campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovell or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to *Starfinder*'s core worlds and civilizations, and the perfect place to launch any adventure. The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability. Scheduled to ship in July 2022.

PZO 7107-PE ..... \$24.99



**PEGASUS SPIELE**

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In *A Battle Through History*, you become a Sabaton - a time-traveling storyteller jumping through history so you can relive epic (and often unlikely!) battles alongside legendary troops and heroes. Your success will depend on the skills of the warriors you recruit during your travels, but even more on your willingness to dare or defend. Every battle is a great challenge... Every battle is different! Are you ready to become a real Sabaton? Scheduled to ship in March 2022.

PSD 57702G ..... \$59.99



**PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 1 - ZOMBIE FEAST (P2)**

*Zombie Feast* is a *Pathfinder* adventure for four less-than-good-hearted 1st-level characters. The adventure begins the Blood Lords Adventure Path, a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the Great Factions of Geb, whose favors are key to rising in political influence, and provides a complete gazetteer of the town of Graydurge, where the adventure takes place. New monsters, spells, undead companions, and more round out the bountiful buffet of *Zombie Feast*! Scheduled to ship in July 2022.

PZO 90181 ..... \$26.99



**SPOTLIGHT ON**



**PATHFINDER RPG: DARK ARCHIVE (P2)**

From the fringes, the unknown beckons. *Pathfinder Dark Archive* contains secrets that any player or GM can use to reveal the paranormal lurking in their *Pathfinder* games! This spine-tinglingly secretive 224-page hardcover rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Scheduled to ship in July 2022.

**HARDCOVER**

PZO 2111 ..... \$54.99

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PZO 2111-PE ..... \$26.99

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**PATHFINDER RPG: FLIP-MAT CLASSICS - THEATER**

Heroes enjoy being the center of attention, so what better place for adventure than on stage at the theater? This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the adventurers are just eager for a nights entertainment as audience members or are on a mission against a sinister production or a raid against a rival theatrical band, with *Pathfinder Flip-Mat Classics: Theater*, you'll be ready for the curtain call in a heartbeat! Scheduled to ship in July 2022.

PZO 31040 ..... \$16.99





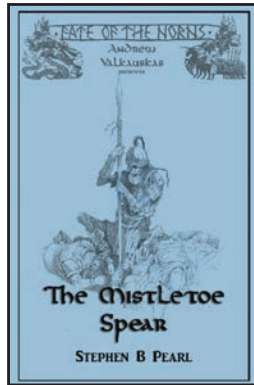
## PENDELHAVEN GAMES



### FATE OF THE NORNS RPG: RAGNAROK THE MISTLETOE SPEAR ADVENTURE

We know the tale of how, through the treachery of Loki, Baldur came to be slain by the Mistletoe Spear. There's also the tale of the White God hung upon the cross, wounded by the spear of Destiny. Then there's Odin, when he sought out the mysteries of the Runes and wounded himself with Gungnir, a sacrifice of himself to himself. Spears of awesome power, guarantee victory to whom so ever shall possess them. Spears and blades and cauldrons abound in the stories. So many with each people claiming them as their own. What mystery does this hide? Scheduled to ship in June 2022.

PNH 0035.....\$34.98



### THE MISTLETOE SPEAR NOVEL

Newly returned to Orkney from their mission to liberate the Horn of the Kraken, Fjorn, the bastard prince, and his band are dispatched to secure another item of power before the forces of the White God can confiscate it to serve in their war against the Norse way of life. The Mistletoe spear, that killed the god Baldur, is hidden somewhere in Northumbria. The artefact promises victory to whoever holds it. Fjorn must guide his people through a world trapped in Fimbulwinter before they can even begin their search. Scheduled to ship in June 2022.

PNH 0031.....\$24.98

## PERYTON PUBLISHING



### TERRORHOG

Sightings of giant hogs have increased alarmingly in the Kissimmee River swamps east of Sarasota. There have been a few Elvis sightings as well, but, hey, it's Florida, right? You'll be playing a film crew here to confirm the existence of 'TerrorHog' on film. A savage attack at a photo shoot caught the station's attention. The two models are presumed dead, although authorities were unable to find enough of their bodies to officially confirm. The photographer and his assistant were found wandering around the swamp in a near-catatonic state, babbling incoherently about tusks. This book contains all the rules you need to play the TerrorHog Crawlspace scenario. Scheduled to ship in June 2022.

PYN 2201.....\$20.00

## PLAGUE ISLAND GAMES

### 2 MINUTES TO MIDNIGHT

A game of influence, military, sabre-rattling, global trade, embargoes, technology, Soviet reforms, spies, and coups. Play out the whole of the Cold War for one or two players. Scheduled to ship in June 2022.

PID 01001.....PI



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POKÉMON USA



### POKÉMON TCG: ARCEUS V FIGURE COLLECTION

The majestic Alpha Pokémon is bringing a boost of power to your team and an awesome figure to your collection! In this set, you get a playable foil promo card featuring Arceus V and a beautifully detailed Arceus figure to lend you inspiration in battle, as well as a handful of Pokémon TCG booster packs to keep the fun going.

PUI 29085016.....PI



### POKÉMON TCG: COLLECTOR CHEST

This sturdy metal case contains more than a dozen special Pokémon goodies, including many not found anywhere else. The Pokémon Trading Card Game: Collector Chest includes: 5 Pokémon TCG booster packs, 3 foil promo cards featuring Rowlet, Cyndaquil, and Oshawott, a cool Pokémon coin, 4 colorful sticker sheets, a mini portfolio to store your favorite cards, a Pokémon notebook, and a code card for Pokémon TCG Live.

PUI 21085020.....PI

### POKÉMON TCG: KLEAVOR VSTAR PREMIUM COLLECTION

Kleavor VSTAR slashes and crashes its way out of the wilderness and into your deck with both arms swinging! This powerful Pokémon VSTAR can do more damage for each Pokémon in your discard pile, so your opponent should tread lightly. Both Kleavor VSTAR and Kleavor V are here as playable foil promo cards, along with an oversize card, glossy enamel pin, shimmering coin, and booster packs with more cards to complete your strategy. Watch out Kleavor VSTAR is ready to rampage!

PUI 29085125.....PI

## SPOTLIGHT ON



### POKÉMON TCG: POKÉMON GO - ELITE TRAINER BOX

PUI 29085050.....PI

### POKÉMON TCG: POKE BALL TIN DISPLAY (6)

PUI 21086021.....PI

### POKÉMON TCG: POKÉMON GO - COLLECTION

PUI 29085054.....PI

### POKÉMON TCG: POKÉMON GO - PREMIUM COLLECTION

PUI 29085052.....PI

### POKÉMON TCG: POKÉMON GO - SPECIAL COLLECTIONS

PUI 29085053.....PI

### POKÉMON TCG: POKÉMON GO - V BATTLE DECKS DISPLAY (8)

PUI 29085047.....PI

### POKÉMON TCG: POKÉMON GO - V BATTLE DECKS (DOUBLE DECK BUNDLE)

PUI 29085049.....PI



### POKÉMON TCG: PROFESSOR JUNIPER PREMIUM TOURNAMENT COLLECTION DISPLAY (4)

Professor Juniper guides new Pokémon Trainers as they begin their journey, and in the Pokémon TCG, her in-depth research can help you find the cards you need to succeed! In this premium collection, you get a full playset of the Professors Research Supporter card featuring Professor Juniper, plus a protective deck box, card sleeves, coin, and more tournament-ready accessories. You'll also find a stack of Pokémon TCG booster packs and a code that unlocks another full playset of Professors Research in Pokémon TCG Live!

PUI 29081899.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE BOOSTER DISPLAY (36)

Travel back to a land of myths, legends, and wilderness as Origin Forme Dialga VSTAR and Origin Forme Palkia VSTAR shape the fabric of time and space! Decidueye, Typhlosion, and Samurott arrive as Hisuian Pokémon VSTAR, joining more Pokémon and Trainers from the ancient region of Hisui. Meanwhile, Shiny Pokémon reappear as Radiant Pokémon, with Radiant Greninja leading the charge in the Pokémon TCG: Sword & Shield Astral Radiance expansion!

PUI 18186023.....PI

### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE BUILD & BATTLE BOX DISPLAY (10)

Each Build & Battle Box holds four Astral Radiance booster packs and a 40-card deck, which includes an exclusive foil card you can play these decks as-is right out of the box, or enhance them with cards from the boosters!

PUI 18186037.....PI

### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE BUILD & BATTLE STADIUM

Build two decks from a powerful set of components and then play right away, with this two-player Build & Battle Stadium set! Each Pokémon Trading Card Game: Sword & Shield Astral Radiance Build & Battle Stadium contains a massive set of cards, including two Build & Battle Boxes, one for you and one for a friend. Each Build & Battle Box holds four booster packs and a 40-card deck, which includes an exclusive foil card you can play these decks as-is right out of the box, or enhance them with cards from the boosters! Get ready to face your opponents with the Pokémon TCG: Sword & Shield Astral Radiance Build & Battle Stadium!

PUI 18185040.....PI

### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE CHECKLANE BLISTERS CARTON (16)

Travel back to a land of myths, legends, and wilderness as Origin Forme Dialga VSTAR and Origin Forme Palkia VSTAR shape the fabric of time and space! Decidueye, Typhlosion, and Samurott arrive as Hisuian Pokémon VSTAR, joining more Pokémon and Trainers from the ancient region of Hisui. Meanwhile, Shiny Pokémon reappear as Radiant Pokémon, with Radiant Greninja leading the charge in the Pokémon TCG: Sword & Shield Astral Radiance expansion!

PUI 18185029.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE ELITE TRAINER BOX

Travel back to a land of myths, legends, and wilderness as Origin Forme Dialga VSTAR and Origin Forme Palkia VSTAR shape the fabric of time and space! Decidueye, Typhlosion, and Samurott arrive as Hisuian Pokémon VSTAR, joining more Pokémon and Trainers from the ancient region of Hisui. Meanwhile, Shiny Pokémon reappear as Radiant Pokémon, with Radiant Greninja leading the charge in the Pokémon TCG: Sword & Shield Astral Radiance expansion!

PUI 18185039.....PI

### POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sword & Shield Astral Radiance expansion, so you can start filling it up right away!

PUI 18186036.....PI



# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE SLEEVED BOOSTER CASE (144)

Travel back to a land of myths, legends, and wilderness as Origin Forme Dialga VSTAR and Origin Forme Palkia VSTAR shape the fabric of time and space! Decidueye, Typhlosion, and Samurott arrive as Hisuian Pokémon VSTAR, joining more Pokémon and Trainers from the ancient region of Hisui. Meanwhile, Shiny Pokémon reappear as Radiant Pokémon, with Radiant Greninja leading the charge in the *Pokémon TCG: Sword & Shield Astral Radiance* expansion!

PI 18187024.....PI

## POKÉMON TCG: SWORD & SHIELD - ASTRAL RADIANCE THREE-BOOSTER BLISTER

Travel back to a land of myths, legends, and wilderness as Origin Forme Dialga VSTAR and Origin Forme Palkia VSTAR shape the fabric of time and space! Decidueye, Typhlosion, and Samurott arrive as Hisuian Pokémon VSTAR, joining more Pokémon and Trainers from the ancient region of Hisui. Meanwhile, Shiny Pokémon reappear as Radiant Pokémon, with Radiant Greninja leading the charge in the *Pokémon TCG: Sword & Shield Astral Radiance* expansion!

PI 18185028.....PI

## PRIVATEER PRESS

### MONSTERPOCALYPSE

Scheduled to ship in May 2022.



### BELCHER, LTA FIGHTER, DIRE ANT ELITE DESTROYERS UNIT (METAL/RESIN)

PI 51184.....PI



### OCEAN HYDRAS & MAN-O-WARS TRITONS UNITS (METAL)

PI 51181.....PI



### MOLLOCK MORTARS & OPPRESSORS SUBTERRANEAN UPRISING UNITS (METAL/RESIN)

PI 51182.....PI



### RAPTIX, STEEL SHELL CRAB, STRIKE FIGHTER ELITE PROTECTORS UNITS (METAL)

PI 51183.....PI

## RED RAVEN

### KNIGHT FALL

RVM 307806.....\$39.99

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Your savvy crew does your bidding, stacking crates filled with treasure, cannons, and contraband. Outwit your opponents as you bid to earn the biggest bounty!



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Game play  
20-40  
minutes

Ages  
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2-6  
players

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# GAMES

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14+

NEW!  
RELEASE!

ROLE-PLAYING

## TRANSFORMERS ROLEPLAYING GAME CORE RULEBOOK

- Complete rules for players and Game Masters focused on fun storytelling and epic combat
- Character creation tools, weapons, equipment, vehicles, and villain dossiers
- Combat and exploration information, details of secret bases and special equipment, and tools to get your campaign started
- An introductory adventure for 1st-level characters that is ready to play

RGS08433

\$55

JUNE RELEASE!



14+

NEW!  
RELEASE!

ROLE-PLAYING

## POWER RANGERS ROLEPLAYING GAME ADVENTURES IN ANGEL GROVE

- Full adventure campaign for a team of Power Rangers
- Explore many locations in Angel Grove and beyond!
- New threats to fight and new maps for tactical combat
- For a party of level 1-5 Rangers

RGS09620

\$45

JUNE RELEASE!



NEW!  
RELEASE!

STRATEGY

## TRANSFORMERS DECK-BUILDING GAME INFILTRATION PROTOCOL EXPANSION

- Enact the Infiltration Phase Variant, an alternative game mode consisting of the six phases that Decepticons advance through to dominate a world like Earth.
- Adds a one versus many play mode, where 2-3 players take on Sixshot, who changes between six different modes of attack.
- Six new characters and additional cards for the main deck.

RGS02371

\$30

14+

1-5

JULY RELEASE!



NEW!  
RELEASE!

ROLE-PLAYING

## POWER RANGERS ROLEPLAYING GAME HERO MINIATURES SET #1

- 12 detailed 28mm plastic Hero miniatures to enhance your game!
- Paint to match your player characters!
- Features characters from the Mighty Morphin', Zeo, and Turbo seasons

RGS02409

\$55

14+

JULY RELEASE!



NEW!  
RELEASE!

STRATEGY

## POWER RANGERS DECK-BUILDING GET IN GEAR EXPANSION

- Enter the apocalyptic wasteland of Power Rangers RPM!
- Play as the Ranger Operators of Corinth City or the machine army of the Venjix Virus
- Introduces RPM and energy drain mechanics
- A multitude of new tools and tricks for your deck construction.

RGS02421

\$30

14+

2-4

AUGUST RELEASE!



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ROLE-PLAYING

## HUNTER: THE RECKONING CORE RULEBOOK

- Hardback full color book with ribbon bookmark
- Introduces the Hunters of the World of Darkness for 5th Edition
- Features chapters on character creation, supernatural threats, and rival organizations

RGS09624

\$55

JUNE RELEASE!



ROLE-PLAYING

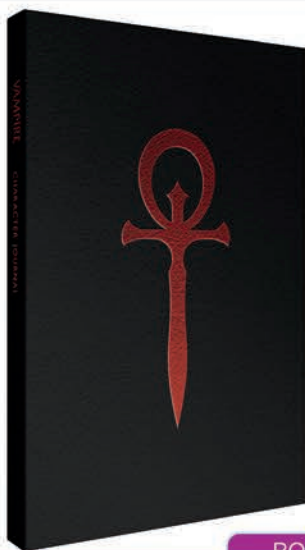
## CULTS OF THE BLOOD GODS SOURCEBOOK

- In-character breakdown of esoteric faith practices through vampire culture
- Rules for the Hecata clan, featuring their signature Discipline Oblivion
- Guidance on constructing cults for player characters and Storytellers
- Faith-based story hooks and a full chronicle centered on the activities of the Hecata, the Clan of Death
- New Loresheets, Backgrounds, and Predator types for your chronicle

RGS09622

\$45

JUNE RELEASE!



ROLE-PLAYING

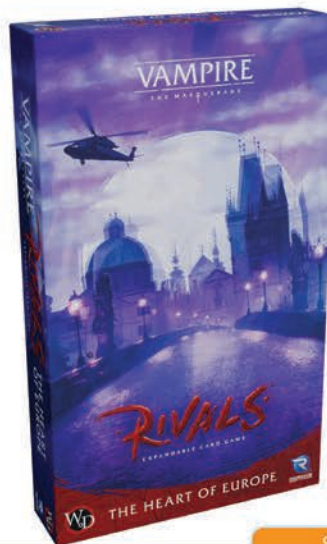
## VAMPIRE: THE MASQUERADE CHARACTER JOURNAL

- Expanded character sheets
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages and ribbon bookmark

RGS01103

\$21.99

JUNE RELEASE!



STRATEGY

## VAMPIRE: THE MASQUERADE RIVALS EXPANDABLE CARD GAME - THE HEART OF EUROPE EXPANSION

- Take your battle to a brand-new city, Prague!
- Adds new Vampires and cards for all existing clans!
- A multitude of new tools and tricks for your deck construction.

RGS02327

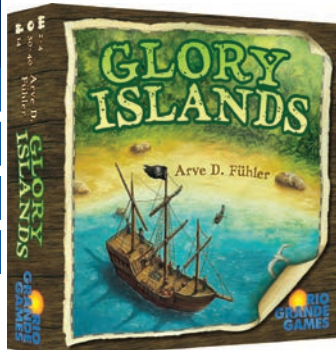
\$30

JUNE RELEASE!





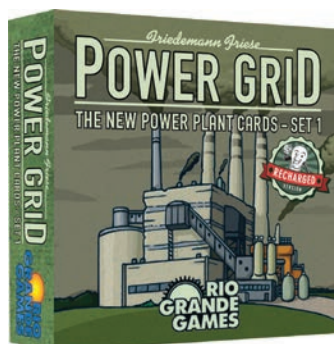
## RIO GRANDE GAMES



### GLORY ISLANDS

The year is 1660. On the island of Tortuga, a haven for Caribbean rogues, the pirates from the ships in port are boasting about their skills. It seems that no one can agree on which ship is the fastest, which crew is the most skilled, and which captain is the most feared. *Glory Islands* is played over a series of rounds in which players simultaneously play sailing cards from their hands. The card values define the turn order, how far ships can move on the board, and where a players pirates maybe placed on the board. When pirates occupy all the spaces on an island, the player with the most pirates on that island will gain the most glory. The player with the

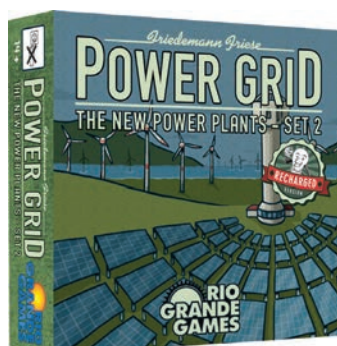
most glory at the end of the game is the winner! Scheduled to ship in March 2022.  
RGG 603 .....\$44.95



### POWER GRID: THE NEW POWER PLANT CARDS - SET 1

This expansion adds new power plants to the game and is compatible with all expansion maps. You can replace the deck in the original game with this deck or add these plants to the game. Scheduled to ship in March 2022.

RGG 604 .....\$14.95



### POWER GRID: THE NEW POWER PLANT CARDS - SET 2

These power plant cards were released in 2014 in *Power Grid Deluxe Edition* (which is now out of print.) They are now available for everyone in a graphical style that matches the original *Power Grid* and *Power Grid Recharged*. You can replace the deck in the original game with this deck or add these plants to the game for more variety. Scheduled to ship in March 2022.

RGG 607 .....\$14.95

## R. TALSORIAN GAMES

### THE WITCHER RPG: A TOME OF CHAOS

A *Tome of Chaos* is a supplement for *The Witcher Tabletop Role-playing Game* which gives you new spells, invocations, rituals, and hexes as well as a collection of magic items, dark rituals, and magical miscellanea to take your game to new heights. A *Tome of Chaos* includes: New Magic: Explore a library of new magic including: spells, invocations, rituals, hexes, signs, runes, glyphs, elixirs, and magic items. Explore the Dark Arts: Bend dark forces to your will with rules for summoning the spirits of the dead, making deals with demons, and creating mutant monstrosities. Scheduled to ship in April 2022.

RTG W111051 .....\$35.00



## SIRIUS DICE

### D6 DICE SET (6): SHARP FLAMINGO

SDZ 0008-03 .....\$18.00

## RPG DICE SET (7)



### CERULEAN NEBULA

SDZ 00013-05 .....\$13.00



### CHERRY NEBULA

SDZ 00013-03 .....\$13.00



### FIRE NEBULA

SDZ 00013-02 .....\$13.00



### POISON NEBULA

SDZ 0013-01 .....\$13.00



### SHARP CYPRUS

SDZ 00014-01 .....\$35.00



### SKYBOX NEBULA

SDZ 00013-04 .....\$13.00



### VIOLET SWIRL

SDZ 00009-04 .....\$13.00

## SISYPHUS SYSTEMS



### DINN: BEAST STARTER DECK

*Dinn* is an expandable dueling card game where cards hide clues to an exciting community-driven online mystery (alternate reality game). Build your deck, play with friends, solve the mystery. Scheduled to ship in July 2022.

SYD DN002 .....\$19.99



### DINN: CHAPTER 1 EXPANSION PACK

Chapter Pack 1 is an expansion pack featuring ten unique cards, each containing a full, interactive puzzle. Carefully study each card to solve the hidden puzzles on each card and start your journey on an interactive, internet-wide, multimedia mystery. Scheduled to ship in July 2022.

SYD DN004 .....\$14.99





### INN: SENTIENT STARTER DECK

Dinn is an expandable dueling card game where cards hide clues to an exciting community-driven online mystery (alternate reality game). Build your deck, play with friends, solve the mystery. Scheduled to ship in July 2022.

SYN DN001 ..... \$19.99

## STEAMFORGED GAMES

## SPOTLIGHT ON



### DARK SOULS RPG

Powered by fifth-edition rules and enriched with unique *Dark Souls* mechanics, *Dark Souls: The Roleplaying Game* draws on the deep lore and award-winning gameplay of the desolate video games to create a unique roleplaying experience. Inside the hardback core book is everything you need to create gripping roleplaying campaigns set in the sinister *Dark Souls* universe. Scheduled to ship in May 2022.

SFL DS-RPG001 ..... \$49.95



## STEVE JACKSON GAMES

### TURTLE D6 DICE SET

SJG 5997 ..... \$8.95

## STRONGHOLD GAMES



### AUSTRALIA: TAZMANIA EXPANSION

In AuZtralia, humanity came to build a new world after a long war against the Old Ones. They failed. The old horrors were waiting for them and pushed them back to the coast. Now their only hope lies in a nearby small island, TaZmania. Will this be the promised land? AuZtralia: TaZmania is a dual-map expansion for AuZtralia designed specifically for 1-2 players, or (if playing with the *Revenge of the Old Ones* expansion) three players.

SHG AUZT1 ..... \$24.99

## TEETURTLE

### BIG REVERSIBLE OCTOPUS PLUSHIE

Scheduled to ship in March 2022.

### ANGRY RED AND RAGE BLACK

TET 5597-TY-PLD1 ..... PI



### HAPPY BLACK SPARKLE AND ANGRY RAINBOW STRIPES

TET 5597-TY-PLG1 ..... PI



### HAPPY BLUE GRADIENT AND ANGRY GALAXY

TET 5597-TY-PLF1 ..... PI



### HAPPY PURPLE AND ANGRY BLUE

TET 5597-TY-PLA1 ..... PI



### HAPPY YELLOW AND ANGRY RED

TET 5597-TY-PLB1 ..... PI



### LOVE LIGHT PINK AND RAGE PINK

TET 5597-TY-195 ..... PI



### PINK AND AQUA

TET 5597-TY-PLC1 ..... PI

### PLUSHIE CHARM KEYCHAIN

Scheduled to ship in March 2022.



### ANGRY CALICO CAT

TET 6135-TY-PLA2 ..... PI



### HAPPY GREEN TURTLE

TET 6135-TY-PLB1 ..... PI



### HAPPY AQUA OCTOPUS

TET 6135-TY-PLA8 ..... PI



### RAGE BLACK OCTOPUS

TET 6135-TY-PLA4 ..... PI

## GAMES

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# teeturtle™ PLUSHIE & CHARM KEYCHAINS

## LOVE PINK OCTOPUS

TET 6135-TY-306.....PI

## THIRD EYE GAMES



### ORUN: POST APOTHEOSIS SPACE OPERA RPG

In *Orun*, you play an envoy of the ascendant Oluru, called a Djali or Luminary. Not quite ascendant themselves, the Luminaries travel to different worlds as advisers, troubleshooters, and peacekeepers in the post-apotheosis galaxy. They explore lost star systems and ultimately help enlighten worlds and their people, waking the galaxy from its disordered indolence. *ORUN* is a complete roleplaying game of Afrocentric space opera adventure. Within, you will find: A rich and fully realized, and immersive Afrocentric science fiction setting in the Post- Apotheosis Age. Scheduled to ship in June 2022.

NAP 1001.....\$59.95

## TRICK OR TREAT GAMES

### CREATURE FEATURE

You are an agent in the golden age of monster movies! The actors you represent specialize in particular monstrous roles and you must compete to get them the best ones possible. Tactics and poker-style bluffing will take you far learn when to stand firm and go to a showdown or back down and accept a lesser role in a short feature. Is it better to employ your big stars now or hold them back to compete for more lucrative films? With a little luck skill and chutzpah you may be cackling evilly over your victory in *Creature Feature*! Designed by Richard Garfield and art by Terry Wolfinger.

TOT CFB01.....\$39.99



### HALLOWEEN PARTY

Super fun, fast paced card game; Win by having the most monsters at your party when the cards have run out. Here's the twist; You may not add cards from your hand directly to your own party, you must offer them to another player first before revealing them! Many cards are zingers and will reduce the number of monsters at your party, so watch out whom you accept gifts from! From the twisted imaginings of Bruno Faidutti. Scheduled to ship in August 2022.

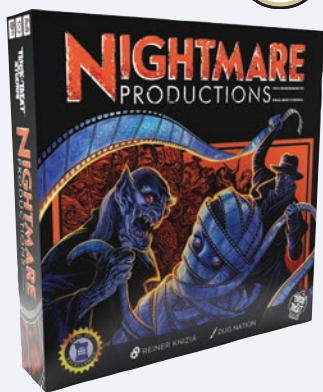
TOT HPB01.....\$9.95

## SPOTLIGHT ON

### NIGHTMARE PRODUCTIONS

You are a horror movie studio who has just acquired three new screenplays. Your goal is to produce the most valuable movies, winning you the game. Resource production and allocation game designed by Reiner Knizia. Received *The Dice Tower's* Seal of Excellence Award. Scheduled to ship in July 2022.

TOT NPB01.....\$59.95



## TROLL LORD GAMES



### CASTLES & CRUSADES: NPC ALMANAC - REGISTER

Every game has them: hosts of unnamed, faceless, personality-lacking entities that mock both players and CKs with their amorphous shapes. Essential parts of any role playing game, the NPC is often the most overlooked. With the NPC Almanac Register, that problem becomes a thing of the past. Here is a veritable rogues gallery of NPCs! The Register consists of a series of tables for scores of NPCs, both class based and hirelings, or adherents. Scheduled to ship in May 2022.

TLG 8527.....\$29.99



### CASTLES & CRUSADES: NPC ALMANAC - SKETCHES

The NPC is an essential part of any role playing game and Castles & Crusades is no exception. NPCs play a variety of roles from the barkeep at the tavern that passes on juicy rumors for a few coins, to the well-paid henchmen who drags the wounded character to safety and healing. The NPC Almanac Sketches consists of collections of long and short NPCs entries, both class based and hirelings, or adherents. Scheduled to ship in May 2022.

TLG 8528.....\$29.99

## ULISSES-SPIELE

### THE DARK EYE RPG

Scheduled to ship in June 2022.



### DELUXE CHARACTER SHEET FOR BLESSED ONES

The lives of Aventurian heroes could fill entire books. Adventurers are defined by their legendary deeds, impressive skills, trusted equipment, wondrous treasures, cherished friends, and bitter enemies. The *Deluxe Character Sheet for Blessed Ones* lets you keep track of all these and more! Attractive, double-sided character sheets place all your characters skills, liturgical chants, ceremonies, advantages, disadvantages, special abilities, weapons, equipment, and stats for animal companions at your fingertips.

ULI US25541E.....\$9.99



### GODS OF AVENTURIA

*Gods of Aventuria* focuses on the Blessed Ones of the Twelve and their important allies, the Blessed Ones of the demigods. It also shines a light on their primary adversary, the Nameless One. Learn about the different Church traditions, organizational structures, and sacred places and objects. Use the power of the new Ceremonial Items. Decide which aspect of your god to follow and customize your character with liturgical styles from different Church movements. Support your god as a member of one of the most important Aventurian Orders or preach their words as a Zealot.

ULI US25005E.....\$49.99

### GODS OF AVENTURIA CARD SET

This card pack contains 616 cards of *Gods of Aventuria*. It contains all the liturgies and ceremonies with their liturgical enhancements, as well as all the new Advantages, Disadvantages, and Special Abilities. In addition, all the liturgical enhancements of the Core Rules. This pack also includes all the new Ceremonial artifacts from *Gods of Aventuria*.

ULI US25642E.....\$24.99







**DELUXE CHARACTER SHEET FOR BLESSED SPELLCASTERS**  
ULI US25542E.....\$9.99



**THEATER KNIGHTS IV - THE GREEN PLATOON**  
Spring is in the air, and the Convention of Bards is underway! Audiences jostle for a chance to see famous performers and hear tales of the fabled Goblin Timbal, and of legendary artifacts like the holy Swords of the North, which are said to guarantee victory in battle. Few troops remain behind, and Bornland is vulnerable. At the height of the festivities, a sneak attack from the disreputable frontier town of Notmarch leaves many dead. Scheduled to ship in June 2022.  
ULI US25308E.....\$19.99



**THEATER KNIGHTS V - THE SILVER GUARD**  
After the Battle at Fortress Graytooth, the Alliance of Kors Sign forces seem defeated. Noble Marshal Nadjesha of Lionsford, though, senses the threats created by the Goblin Timbals emergence. Unprecedented destruction has already been wrought by this weapon of war of the Kunga Suula, and it must be destroyed! In the fifth part of the Theater Knights campaign, the heroes will penetrate the center of their adversaries cult. Scheduled to ship in June 2022.  
ULI US25309E.....\$19.99



**THEATER KNIGHTS VI - THE RED CHOIR**  
Festum in Firun 1040 FB. Despite the bitterness of winter, the noble diet attracts Bronnjars from all parts of the Bornland. The noble marshal Nadjescha hopes to be confirmed in office, while notable and bizarre rivals are getting ready to challenge her. At the same time, a new Korian cult is spreading in the city. Whilst the cults leader is only too well known to the heroes, her connection to the Alliance of Kors Sign remains uncertain at best. Scheduled to ship in June 2022.  
ULI US25310E.....\$19.99



**ARTIST GALLERY PLAY MAT: SMOKE GREY**  
Scheduled to ship in May 2022.  
UPI 15825.....PI

**DUNGEONS & DRAGONS RPG: PREMIUM BOOK COVER**  
Scheduled to ship in September 2022.



**DUNGEON MASTER'S GUIDE**  
UPI 18417.....PI



**GENERIC**  
UPI 18418.....PI



**MONSTER MANUAL**  
UPI 18416.....PI



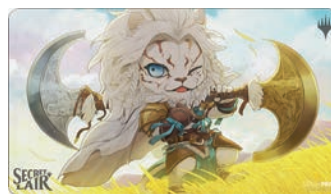
**PLAYER'S HANDBOOK**  
UPI 18415.....PI



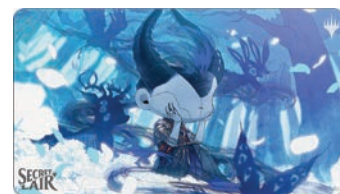
**MAGIC THE GATHERING CCG: DOMINARIA UNITED**  
Scheduled to ship in September 2022.

<b>6' TABLE PLAYMAT</b> UPI 19464.....PI	<b>100+ DECK BOX V3</b> UPI 19480.....PI
<b>8' TABLE PLAYMAT</b> UPI 19465.....PI	<b>100+ DECK BOX V4</b> UPI 19481.....PI
<b>9-POCKET PRO-BINDER</b> UPI 19488.....PI	<b>BLACK STITCHED PLAYMAT X</b> UPI 19475.....PI
<b>12-POCKET PRO-BINDER</b> UPI 19489.....PI	<b>DECK DIVIDER PACK</b> UPI 19491.....PI
<b>100CT SLEEVES A</b> UPI 19482.....PI	<b>PLAYMAT A</b> UPI 19466.....PI
<b>100CT SLEEVES B</b> UPI 19483.....PI	<b>PLAYMAT B</b> UPI 19467.....PI
<b>100CT SLEEVES V1</b> UPI 19484.....PI	<b>PLAYMAT C</b> UPI 19468.....PI
<b>100CT SLEEVES V2</b> UPI 19485.....PI	<b>PLAYMAT D</b> UPI 19469.....PI
<b>100CT SLEEVES V3</b> UPI 19486.....PI	<b>PLAYMAT E</b> UPI 19470.....PI
<b>100CT SLEEVES V4</b> UPI 19487.....PI	<b>PLAYMAT F</b> UPI 19471.....PI
<b>100+ DECK BOX A</b> UPI 19476.....PI	<b>PLAYMAT G</b> UPI 19472.....PI
<b>100+ DECK BOX B</b> UPI 19477.....PI	<b>PLAYMAT H</b> UPI 19473.....PI
<b>100+ DECK BOX V1</b> UPI 19478.....PI	<b>PLAYMAT I</b> UPI 19474.....PI
<b>100+ DECK BOX V2</b> UPI 19479.....PI	<b>WALL SCROLL</b> UPI 19490.....PI

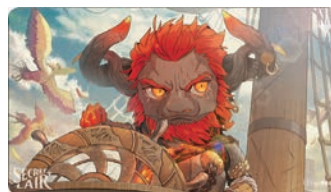
**MAGIC THE GATHERING CCG: SECRET LAIR**  
**FEBRUARY 2022 HOLOFOIL PLAYMATS**  
Scheduled to ship in March 2022.



**AJANI, MENTOR OF HEROES**  
UPI 19420.....PI



**ASHIOK, DREAM RENDER**  
UPI 19419.....PI



**ANGRATH, THE FLAME-CHAINED**  
UPI 19421.....PI



**BLANKA, FEROCIOUS FRIEND & E. HONDA, SUMO CHAMPION**  
UPI 19425.....PI



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## CHUN-LI, COUNTLESS KICKS & GUILLE, SONIC SOLDIER

UPI 19424.....PI



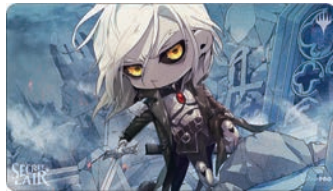
## LIL WALKER MEDLEY

UPI 19417.....PI



## RYU, WORLD WARRIOR & KEN, BURNING BRAWLER

UPI 19423.....PI



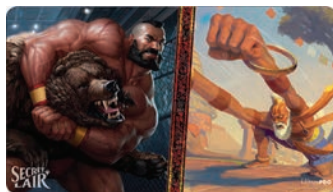
## SORIN, GRIM NEMESIS

UPI 19422.....PI



## TAMIYO, THE MOON SAGE

UPI 19418.....PI



## ZANGIEF, THE RED CYCLONE & DHALSIM, PLIABLE PACIFIST

UPI 19426.....PI



## MAGIC THE GATHERING CCG: SPELL TABLE CAMERA STAND

Scheduled to ship in November 2022.

UPI 18999.....PI



## MAGIC THE GATHERING CCG: WARHAMMER 40K COMMANDER DECK

Scheduled to ship in August 2022.

### 100CT SLEEVES V1

UPI 19444.....PI

### 100CT SLEEVES V2

UPI 19445.....PI

### 100CT SLEEVES V3

UPI 19446.....PI

### 100CT SLEEVES V4

UPI 19447.....PI

### 100+ DECK BOX V1

UPI 19440.....PI

### 100+ DECK BOX V2

UPI 19441.....PI

### 100+ DECK BOX V3

UPI 19442.....PI

### 100+ DECK BOX V4

UPI 19443.....PI

### PLAYMAT V1

UPI 19436.....PI

### PLAYMAT V2

UPI 19437.....PI

### PLAYMAT V3

UPI 19438.....PI

### PLAYMAT V4

UPI 19439.....PI

## PATHFINDER RPG: CHARACTER FOLIOS

Scheduled to ship in October 2022.



## ALLIES

UPI 15814.....PI



## MYSTICS

UPI 15813.....PI



## RAIDERS

UPI 15815.....PI

## POKÉMON TCG: ELITE SERIES - ARCEUS

Scheduled to ship in October 2022.



## 9-POCKET ZIPPERED PRO BINDER

UPI 15866.....PI

## POKÉMON TCG: SNORLAX & MUNCHLAX

Scheduled to ship in September 2022.



## 2' ALBUM

UPI 15951.....PI



## 12-POCKET ZIPPERED PRO BINDER

UPI 15867.....PI



## 4-POCKET PORTFOLIO

UPI 15949.....PI



## ALCOVE FLIP

UPI 15868.....PI



## 9-POCKET PORTFOLIO

UPI 15950.....PI

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### 9-POCKET PRO BINDER

UPI 15954..... PI



### 65CT DECK PROTECTORS

UPI 15952..... PI



### FULL VIEW DECK BOX

UPI 15953..... PI



### PLAYMAT

UPI 15948..... PI

### PRO 15+ CARD BOX 3-PACKS

Scheduled to ship in September 2022.



### BLACK

UPI 85495..... PI



### BLUE

UPI 85494..... PI



### GREEN

UPI 85497..... PI



### LIGHT BLUE

UPI 85542..... PI



### PURPLE

UPI 85498..... PI



### RED

UPI 85496..... PI



### WHITE

UPI 85493..... PI



### YELLOW

UPI 85499..... PI

### STARFINDER RPG

Scheduled to ship in October 2022.



### CHARACTER FOLIO - COMRADES

UPI 15816..... PI



### CHARACTER FOLIO - FRONTIER

UPI 15818..... PI



### CHARACTER FOLIO - HUNTERS

UPI 15817..... PI



### TOPLAYER: 3" X 4" ULTRA

**CLEAR PLATINUM 35PT (25)**

Scheduled to ship in March 2022.

UPI 15910..... PI

### UPPER DECK

## LEGENDARY™

### LEGENDARY DBG:

#### BLACK WIDOW EXPANSION

The Black Widow returns to *Legendary* to join the vast pool of amazing Super Heroes! 30th expansion to the vast *Legendary* Story-Line 5 Heroes! 2 New Masterminds and Villain Groups to watch out for! Players can work both with and against other players to defeat evil! All cards contain original art! Black Widow, Red Guardian, Winter Soldier, and the White Tiger join the fight against evil. Requires the *Marvel Legendary Core Set* to play. Scheduled to ship in July 2022. UDC 97444..... PI

### USAOPOLY/THE OP

### CLUE

Scheduled to ship in July 2022.

### DR. SEUSS THE GRINCH

USO CL154779..... PI

### FRIENDS

USO CL010647..... PI

### DICE SETS

Scheduled to ship in March 2022.



### D6 DISNEY HAUNTED MANSION

**PREMIUM (6)**

USO AC002266..... PI

### DICE SETS

Scheduled to ship in July 2022.

### D6 MARVEL BLACK PANTHER

**PREMIUM (6)**

USO AC011776..... PI

### D20 36MM KOOL-AID

**(1 W/POUCH)**

USO AC152770..... PI





**D20 36MM MARVEL SPIDER-MAN (1)**  
USO AC011079..... PI

**DICE SETS**

Scheduled to ship in August 2022.

**D6 DRAGON PRINCE PREMIUM (6)**  
USO AC150731..... PI

**DISNEY**

Scheduled to ship in July 2022.

**DISNEY THE NIGHTMARE BEFORE CHRISTMAS: ROULETTE DICE TRAY**  
USO DI004261..... PI

**DISNEY SORCERER'S ARENA: EPIC ALLIANCES - THRILLS AND CHILLS EXPANSION 2**  
USO HB004782..... PI

**JENGA**

Scheduled to ship in July 2022.

**LOTERIA**

Scheduled to ship in July 2022.

**HARRY POTTER (ENGLISH/SPANISH RULES)**  
USO UP010400..... PI

**HELLO KITTY (ENGLISH/SPANISH RULES)**  
USO UP075296..... PI

**PUZZLES (1000 PCS)**

Scheduled to ship in July 2022.

**GARBAGE PAIL KIDS - BOOK FAIR**  
USO TBD003..... PI

**GODZILLA**  
USO PZ133710..... PI

**GOLDEN GIRLS - SCRAPBOOK**  
USO PZ118788..... PI

**KOOL-AID**  
USO JA152770..... PI

**TELESTRATIONS**

Scheduled to ship in March 2022.



**80'S & 90'S EXPANSION PACK**  
USO PG000724..... PI

**TRIVIAL PURSUIT**

Scheduled to ship in August 2022.

**DUNGEONS & DRAGONS ULTIMATE**  
USO TP056370..... PI

**YAHTZEE**

Scheduled to ship in July 2022.

**DUNGEONS & DRAGONS**

USO YZ056370..... PI



**NARUTO**

USO YZ086711..... PI

**WIZARDS OF THE COAST**

**MAGIC THE GATHERING CCG: 2022 STARTER KIT CARTON (12)**

2 - 60 Card Decks (including 2 outward facing foils). 2 Reference cards. 1 Arena variable code card. 1 Arena insert. 1 Rules & World of Magic booklet. 2 Tuck boxes for decks. 1 Foil Set Up box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D05660000..... PI

**MAGIC THE GATHERING CCG: COMMANDER LEGENDS - BATTLE FOR BALDUR'S GATE**

**SPOTLIGHT ON**



**BUNDLE**

8 Set boosters. 20 premium lands & 20 regular lands. 1 premium bundle card. 1 oversized Undercity dungeon card. 2 reference cards. 1 oversized spindown. 1 storage box. WOC D10080000..... PI

**COLLECTOR BOOSTER DISPLAY (12)**

15 cards and 1 double-sided premium token. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D10060000..... PI

**GATE COMMANDER DECK DISPLAY (4)**

1 - 98 card deck w/1 cardboard Commander. 3 Premium cards. 10 Double-sided tokens. 1 Collector sample pack. 1 reference card. 1 Insert card. 1 Life wheel w/deck based art. 1 deck box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D10070000..... PI

**DRAFT BOOSTER DISPLAY (24)**

20 cards. 1 token card. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D10030000..... PI

**SET BOOSTER DISPLAY (18)**

15 cards. 1 Art card. 1 token. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D10050000..... PI

**WIZKIDS/NECA**

**DUNGEONS & DRAGONS FANTASY MINIATURES:**

**ICONS OF THE REALMS**

Scheduled to ship in April 2022.



**THE DOMAIN OF PRISMEER AND THE WITCHLIGHT CARNIVAL WALL MAP**

The adventures of The Wild Beyond The Witchlight take place across the Domain of Prismeer, from the Carnival to the realms of Hither, Thither, & Yon. Lead your party through these regions, encountering friends and foes. WizKids in collaboration with

Wizards of the Coast bring to you the first in our line of D&D inspired maps.

WZK 89203..... \$59.99

**DUNGEONS & DRAGONS FANTASY MINIATURES:**

**ICONS OF THE REALMS**

Scheduled to ship in May 2022.

**SPOTLIGHT ON**



**ASPECT OF TIAMAT**

D&D Icons of the Realms: Aspect of Tiamat, standing at over 6 inches tall, is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, the Aspect of Tiamat is a great foe or powerful patron for any adventure! The Aspect of Tiamat has the body of a titanic dragon with five heads, each the shape and hue of a different chromatic dragon. Each head might speak separately and have different mannerisms, but they are all Tiamat. Scheduled to ship in May 2022.

WZK 96142..... \$129.99



DUNGEONS & DRAGONS: TM & © 2022 WIZARDS OF THE COAST

**YEENOGHU, THE BEAST OF BUTCHERY**

Yeenoghu, The Beast of Butchery appears as a great battle-scarred gnoll, towering 14 feet tall. Yeenoghu is the Gnoll Lord, and his creations are made in his twisted image. When the demon lord hunted across the Material Plane, packs of hyenas followed in his wake. Those that ate of great Yeenoghu's kills became gnolls, emulating their master's ways. The Gnoll Lord is covered in matted fur and taut, leathery hide, his face like a grinning predator's skull. Scheduled to ship in May 2022.

WZK 96144..... \$79.99



## DUNGEONS & DRAGONS FANTASY MINIATURES:

### ICONS OF THE REALMS

Scheduled to ship in June 2022.



#### BALAGOS, ANCIENT RED DRAGON

Standing over 18 inches tall to the top of his wings with a near 24 inch wingspan. Balagos, Ancient Red Dragon is an impressive piece to add to any collection or terrifying foe for your gaming table. Scheduled to ship in June 2022.

WZK 96121 ..... PI

#### OGRE WARBAND

The *D&D Icons of the Realms: Ogre Warband* contains 4 of the iconic D&D foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Ogres, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a Ogre army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands!

WZK 96140 ..... \$64.99



#### PRIDE OF FAIRIE DRAGONS

A faerie dragon's scales change hue as it ages, moving through all the colors of the rainbow. They have a sharp mind, a fondness for treasure and good company, and a puckish sense of humor. Travelers can play to a faerie dragon's draconic nature by offering it 'treasure' in the form of sweets, baked goods, and baubles

in exchange for information or safe passage through its territory.

WZK 96143 ..... \$39.99

## DUNGEONS & DRAGONS FANTASY MINIATURES:

### ICONS OF THE REALMS

Scheduled to ship in July 2022.

## SPOTLIGHT ON



#### ADULT SILVER DRAGON

The *D&D Icons of the Realms: Adult Silver Dragon* is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this silver dragon is a great foe or ally for any adventure! The friendliest and most

social of the metallic dragons, silver dragons cheerfully assist good creatures in need. WZK 96146 ..... \$99.99



## DUNGEONS & DRAGONS FANTASY MINIATURES:

### IDOLS OF THE REALMS 2D THE WILD BEYOND THE WITCHLIGHT

Introducing the next set in our 2D line of miniatures product by WizKids! With miniatures inspired by our *D&D Icons of the Realms: The Wild Beyond the Witchlight* (Set 20) release these 2D minis are an inexpensive way to gain a huge assortment of miniatures. Perfect for new adventurers! Scheduled to ship in May 2022.

#### SET 1

WZK 94514 ..... \$14.99

#### SET 2

WZK 94515 ..... \$14.99

## DUNGEONS & DRAGONS

### NOLZUR'S MARVELOUS MINIATURES: PAINT KIT

Scheduled to ship in May 2022.

#### HELLWASP

Specially designed to help painters at all levels! Includes high-quality paints from Vallejo. Access to an expert step-by-step tutorial by Den of Imagination for you to share with your customers. And most importantly, the terrifying *Hellwasp* miniature, as inspired by the classic D&D monster.

WZK 90361 ..... \$19.99



## DUNGEONS & DRAGONS NOLZUR'S MARVELOUS MINIATURES: PAINT KIT

Scheduled to ship in June 2022.

#### ONI

Specially designed to help painters at all levels! Includes high-quality paints from Vallejo Access to an expert step-by-step tutorial by Den of Imagination for you to share with your customers And most importantly, the fearsome *Oni* miniature,

WZK 90362 ..... \$19.99



## SPOTLIGHT ON



## ICONS OF THE REALMS

### SET 23 MORDENKAINEN PRESENTS MONSTERS OF THE MULTIVERSE BOOSTER BRICK (8)

Hailing from every corner of the multiverse, these creatures represent some of the most benevolent and malevolent forces that *D&D* heroes might face. Mordenkainen has faced many of these monsters and peoples on numerous wondrous adventures. Now it's time for you to venture forth and face these creatures yourself! Collect all 50 figures from *Mordenkainen Presents Monsters of the Multiverse Booster Brick* (Set 23), the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures, *Icons of the Realms*. Scheduled to ship in June 2022.

WZK 96152 ..... \$159.92

### SET 23 MORDENKAINEN PRESENTS MONSTERS OF THE MULTIVERSE NEOTHELID

The 23rd set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures Premium Set.

WZK 96154 ..... \$129.99

GAMES

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## DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: ADULT SILVER DRAGON

*Dungeons & Dragons Nolzur's Marvelous Miniatures* come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format. Scheduled to ship in July 2022.

WZK 90566 ..... \$89.99



## GAMES

## SPOTLIGHT ON



### DUNGEONS & DRAGONS RPG: ONSLAUGHT CORE SET

A new way to play set in *Dungeons and Dragons*. More information coming soon! Scheduled to ship in September 2022.

WZK 89700 ..... \$139.99



### DUNGEONS & DRAGONS BLUE DRAGON TROPHY PLAQUE

The *Blue Dragon Trophy Plaque* is a highly detailed, hand-painted sculpture made of made of poly-foam and latex. It includes the hardware needed to mount the plaque to your wall. Scheduled to ship in May 2022.

WZK 68509 ..... \$19.99

## SPOTLIGHT ON



### MARVEL: REMIX

*Marvel: Remix* is based on the critically-acclaimed game *Fantasy Realms*, also by Bruce Glassco, which was nominated for the 2021 *Kenner Spiel des Jahres!* Through *Marvel: Remix*'s intuitive gameplay, you'll build a team of iconic heroes and allies, arm them with powerful equipment and maneuvers, and visit familiar locations, all while taking on infamous villains! Players are dealt a hand of seven cards representing characters, items, or places from throughout the *Marvel Universe*. Scheduled to ship in July 2022.

WZK 87559 ..... \$19.99

### MARVEL ROCK PAPER HEROES: ENTER THE DANGER ROOM

*Rock Paper Heroes* is a fast and frantic reimagining of the classic game of throwing hand gestures. Now, these gestures represent the powerful mutant abilities of eight iconic heroes, training to become protectors of mutantkind! Whether you want to use a mastery of the weather like Storm, cosmic-fire like Phoenix, or you're simply the best at what you do like Wolverine, get ready for some fun in the Danger Room that can't be missed! The hero that makes the best use of their powers and has uncanny reactions to the situation they're in will be the winner; at least until the next training session! Scheduled to ship in June 2022.

WZK 87561 ..... \$19.99



### PATHFINDER BATTLES: RUSTY DRAGON INN BOX SET

*Pathfinder Battles: Rusty Dragon Inn Box Set* features all the miniatures found in *Pathfinder Battles: Rusty Dragon Inn* - 8 Ct. Brick including the *Rusty Dragon Bar Case Incentive*. That's over 50 figures and accessories all packed into one convenient collectors box! Scheduled to ship in June 2022.

WZK 97536 ..... \$199.99

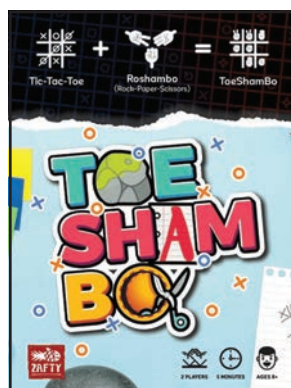
### SHAPERS OF GAIA

You are a Shaper, emerging from the Vault after millennia carrying the ingredients to restore Gaia and its ecosystem to its former glory! Work alongside the Caretaker robot to earn Prestige as you restore the ruined biomes of the land to their former splendor, repopulate species old and new, and give life to a rejuvenated ecosystem. Accumulate rare resources such as Nutrients and Energy to grow faster. But be careful! New biomes also provide resources to your rival factions. Shapers use their unique skills to provide different gameplay advantages and challenges. Scheduled to ship in July 2022.

WZK 87516 ..... \$44.99



## ZAFTY GAMES



### TOESHAMBO

Do you like Tic-Tac-Toe, Rock, Paper, Scissors, and having your mind blown? In *ToeShambo*, you are playing Tic-Tac-Toe with cards, but instead of Xs and Os, you are trying to get a line of your own rock, paper, or scissors in a row. Gone are the stalemates there are no ties in this fast-paced, and easy to learn card game.

DPW ZAF1050 ..... \$9.95



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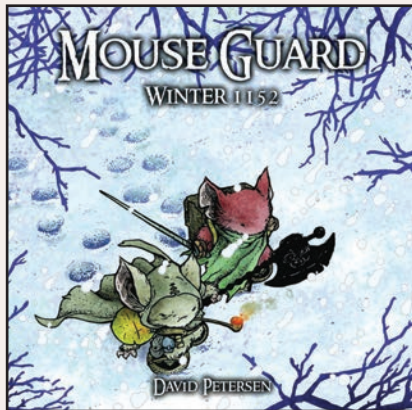
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# GRAPHIC NOVELS

BOOM ENTERTAINMENT

## SPOTLIGHT ON



### MOUSE GUARD HC V2 WINTER 1152 DUST JACKET EDITION

In the Winter of 1152, the Guard face a food and supply shortage threatening the lives of many through a cold and icy season. Saxon, Kenzie, Lieam, and Sadie, led by Celanawe, traverse the snow-blanketed territories acting as diplomats to improve relations between the mouse cities and the Guard. This is a winter that not every Guard may survive! Collects the second Eisner-Award winning series with an all-new epilogue and bonus content. Scheduled to ship in July 2022.

DIA STK638916.....\$24.95

GEMSTONE PUBLISHING

## SPOTLIGHT ON

### BIG, BIG OVERSTREET PRICE GUIDE V52

This oversized, limited edition version of *The Overstreet Comic Book Price Guide* sells out faster and faster each year, and with good reason! *The Big, Big Overstreet Comic Book Price Guide* features just the pricing from the standard editions of the book, with none of the articles, ads, or other features. It's proven very popular with those who use it. This version of the Bible of serious comic book collectors, dealers and historians is squarebound and has bigger print. *Black Hood* cover by Rick Burchett. Scheduled to ship in July 2022.

DIA STL225948.....\$54.95



### OVERSTREET COMIC BOOK PRICE GUIDE V52

The 52nd annual edition of *The Overstreet Comic Book Price Guide* turns the spotlight onto the expansive history of the medium with an all-new feature on *The Yellow Kid*, as well as 100th anniversary features on EC Comics founder William M. Gaines and the one and only Stan Lee, as well as a look at the history of James Buchanan Barnes — alias Bucky, a.k.a. The Winter Soldier. Of course, that's in addition to all the new prices, market reports, and more from the book that's been the Bible of serious comic book collectors, dealers and historians for more than five decades! This year features covers of *The Winter Soldier* by Butch Guice and *EC Horror Hosts* by Aaron Lopresti as well as a *Black Terror Overstreet Hall of Fame* cover by J.G. Jones! Scheduled to ship in July 2022.

#### BLACK TERROR HALL OF FAME

DIA STL225946.....\$34.95

#### BLACK TERROR HALL OF FAME HC

DIA STL225947.....\$44.95

#### EC HORROR

DIA STL225 944.....\$34.95

#### EC HORROR HARDCOVER

DIA STL225945.....\$44.95

#### WINTER SOLDIER

DIA STL223602.....\$34.95

#### WINTER SOLDIER HC

DIA STL225940.....\$44.95

IDW PUBLISHING



### STAR WARS HIGH REPUBLIC ADVENTURES V2

An even longer time ago, in a galaxy far, far away, the adventures continued for Lula and her fellow Padawans in the Republic's golden age! The High Republic is an unexplored period in Star Wars history, set hundreds of years before the events of the Skywalker Saga — when the Jedi were at their height, and Master Yoda was much younger and still training Padawans in the field. It is here that we find Jedi Padawans Farzala and Qort, who are taking a break from the ongoing battle against the dangerous marauders known as the Nihil. As part of a secret mission, they join an aging Jedi Knight on The Vessel to negotiate a peace treaty with the Hutt crime family. Hey, what could go wrong? As it turns out: literally everything. Collects *Star Wars: The High Republic Adventures* issues #6-8, the 2021 *Free Comic Book Day* story, and the 2021 *Annual*! Scheduled to ship in July 2022.

DIA STL213970.....\$12.99



### BIG, BIG OVERSTREET PRICE GUIDE V52 DIAMOND COMICS 40TH ANNIVERSARY LIMITED EDITION

This oversized, limited edition version of *The Overstreet Comic Book Price Guide* sells out faster and faster each year, and with good reason! The *Big, Big Overstreet Comic Book Price Guide* features just the pricing from the standard editions of the book, with none of the articles, ads, or other features. It's proven very popular with those who use it. This version of the Bible of serious comic book collectors, dealers and historians is squarebound and has bigger print. This special, limited edition boasts a cover featuring all previous *Overstreet* covers to celebrate Diamond Comic Distributor's 40th anniversary in 2022. Scheduled to ship in July 2022.

DIA STL226654.....\$54.95

GRAPHIC NOVELS

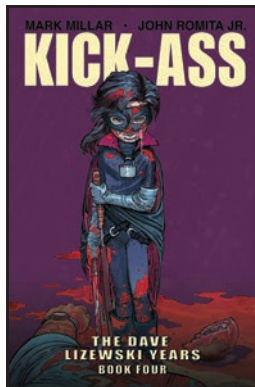
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### KICK-ASS DAVE LIZEWSKI YEARS V4 (MR)

Who knew an 18-year-old could become a real superhero? Dave Lizewski did. After being trained up in combat by black belt preteen Hit-Girl, the two superheroes joined forces and took on the mafia. Now Hit-Girl's been thrown in jail, the police have cracked down on superheroes, and outlawed them completely. Without the pint-sized tween assassin by his side, can Kick-Ass really lead Justice Forever and beat the bad guys? Collects *Kick-Ass* #3 #1-8. Scheduled to ship in July 2022.

DIA STL072992 .....\$16.99

### RIGHTEOUS THIRST FOR VENGEANCE V1 (MR)

When an unassuming man stumbles upon a dark-web contract assassin's vicious plot to kill an innocent target, he turns himself into one. The Professional meets Road to Perdition in this story of a family's unlikely guardian being hunted by rich and powerful men who are used to getting away with everything. Join New York Times bestselling writer Rick Remender (*Deadly Class*, *Black Science*) and André Araujo (*Generation Gone*, *Man Plus*) for a uniquely atmospheric murder mystery with sudden bouts of brutal violence. Collects *A Righteous Thirst For Vengeance* #1-5. Scheduled to ship in July 2022.

DIA STL212446 .....\$9.99



### SECOND CHANCES (MR)

Second Chances Hotline call now and get a new identity! All you need is some cash, a proper referral, and a very good reason to start over. When Leblanc, the man behind the hotline, is approached by a shady figure from his past, he's forced to accept a new client who doesn't meet any of the requirements a client with chemically induced amnesia in desperate need of protection. Up-and-coming writer Ricky Mammone and artist Max Bertolini (*The Witcher*, *Nathan Never*) explode onto the scene with this psychedelic, action-packed, bizarre noir that feels like John Wick punching through an existential French New Wave fever dream. Collects *Second Chances* #1-4. Scheduled to ship in July 2022.

DIA STL201656 .....\$16.99

### SPAWN COMPENDIUM V1 (NEW EDITION) (MR)

For the first time in full color! Todd McFarlane unleashed his signature creation, *Spawn*, in 1992. In doing so, he created the most successful independent comic book in history. Add in collaborations with industry giants Alan Moore, Frank Miller, Tony Daniel, and Grant Morrison, and *Spawn's* future as a legend was sealed. Collected now in full color, McFarlane's hyper-detailed artwork comes to life like never before. Relive all the excitement of everyone's favorite anti-hero with this new collection. Collects *Spawn* #1-50. Scheduled to ship in July 2022.

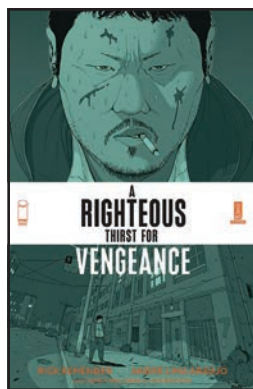
DIA STL177481 .....\$59.99



### KICK-ASS NEW GIRL V4 (MR)

It's Kick-Ass versus Hit-Girl. Mindy screeches into Albuquerque to kill the Dave imposter who's been running gangs in New Mexico. Old superhero allies become enemies as Hit-Girl sets out to avenge Dave and stop Patience's criminal operations for good. Can Patience survive, hunted by the best assassin in the business? And could she kill a child to save herself? Collects *Kick-Ass Vs. Hit-Girl* #1-5. Scheduled to ship in July 2022.

DIA STL161562 .....\$17.99



## FEATURED ITEM



### SPAWN VENGEANCE

Vengeance and the Life and Death of Al Simmons! Al Simmons ups the pressure in his war with Heaven and Hell. As Spawn and his twisted new allies-Overtkill, Cy-Gor, The Curse, and The Freak-challenge the powers that be, Al confronts the one enemy he has been hunting since his return: the sinister demon responsible for his true love's murder. Also contains the hit 'History of Spawn' from *Spawn* #296-297, which recounts Al Simmons' life as a soldier, and his death and afterlife as the anti-hero Spawn. Collects *Spawn* #291-297. Scheduled to ship in July 2022.

DIA STL154331 .....\$16.99



## FEATURED ITEM



### WITCHBLADE BORNE AGAIN V1

This first volume in a new series of *Witchblade* collections provides a perfect jumping-on point! Sara Pezzini has given up the *Witchblade* and taken up the life of a small-town Sheriff, but her past comes back haunt her in deadly fashion. Acclaimed writer Ron Marz returns to the series, working with gifted artist Laura Braga to tell the next chapter in the life of Sara Pezzini and the *Witchblade*! Scheduled to ship in July 2022.

DIA STK642051 .....\$14.99



## GRAPHIC NOVELS

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GTN

MAY 2022

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# WHAT'S NEW AT UNSTABLE GAMES™



Gather round, gamers! The team at Unstable Games has been hard at work on exciting new expansion packs for the games that you know and love, including *Here to Slay*, *Happy Little Dinosaurs*, and *Unstable Unicorns*! Whether you're a fan of berserking warriors, bad dates, or horror movies, there is a little something for everyone!

## HERE TO SLAY: BERSERKERS & NECROMANCERS

First, get ready to meet two brand new Party Leaders in the *Here to Slay: Berserkers & Necromancers* Expansion Pack! Whether you are a crazed warrior or a wizard of the dark arts, this new expansion pack is the perfect way to unleash your fury.

*Here to Slay* is a fast-paced, easy-to-learn game that is perfect for all skill levels. First, you choose a fierce Party Leader to guide your team of Heroes into a dangerous new world of monsters and mischief. Each party leader has a class and a skill that gives you an edge over your opponents, and the new expansion introduces two brand new classes of characters: Berserkers and Necromancers. But choose your character wisely, because you only get one Party Leader throughout the game! On each turn, you get 3 action points to spend. For 1 point, you can draw a card; play a Hero, Magic, or Item card; or roll to use a Hero card's effect. If you want to battle a Monster, you must meet the party requirements listed on the card. Then, you will roll to determine your fate. If you meet the roll requirement, you defeat the beast. If not, you must pay the price! The first player to successfully slay three Monsters, or build a full Party with six classes, wins the game.

The *Berserkers & Necromancers* Expansion Pack is bringing brand new animals to the brutal battles you know and love. The new Party Leaders are The Gnawing Dread and The Raging Manticore, and yes, they are as cool as they sound. Then, you'll build your Party with heroes like Grim Pupper, Boston Terror, Beholden Retriever, Vicious Wildcat, and Gruesome Gladiator. During battle, you'll face two new terrifying monsters, the Reptilian Ripper and the Doombringer. Plus, you can make gameplay more interesting with Item cards like the Goblet of Caffeination!

The *Here to Slay: Berserkers & Necromancers* Expansion Pack is made to be added to the *Here to Slay* Base Game. This pack contains 31 standard-sized cards, 2 oversized Party Leader cards, 2 oversized Monster cards, and 1 rule book. *Here to Slay* is for 2-6 players, playtime is 30-60 minutes, and the game is for ages 10+.





## HAPPY LITTLE DINOSAURS: DATING DISASTERS

Up next, laugh at some oh-too-common dating fails with the Happy Little Dinosaurs Dating Disasters Expansion Pack! Ever lost a date to someone who is annoyingly cool? Tried to make long-distance work? Got caught in acid rain on your way to a date? Okay, that last one may just be a dinosaur thing, but it's still pretty relatable.

In this expansion pack, there is a whole new set of romantic disasters for your dinosaurs to navigate! After all, the only thing worse than a falling meteor is a first date. In this 54-card expansion, you might dodge the dreaded friend zone, encounter a giant catfish, or go out with a dino who says "I love you" way too early. Yikes.

Just like the base game, your goal is to avoid all of life's little disasters and be the first Dinosaur to reach 50 points or be the last Dinosaur standing! Each round, players will play Point cards to determine who will be stuck with a Disaster card. The player with the highest score collects points equal to their score and moves their Dinosaur meeple along the Escape Route. The player with the lowest score adds the Disaster card to their Disaster Area. Once you collect 3 Disaster cards of the same type or 3 different types of Disaster cards, you're out! Will you meet the dino of your dreams or get ghosted by your crush? Only the cards can decide.

The Happy Little Dinosaurs Dating Disasters Expansion Pack is made to be added to the Happy Little Dinosaurs Base Game. Happy Little Dinosaurs is for 2-4 players, playtime is 30-60 minutes, and the game is for ages 8+.



## UNSTABLE UNICORNS: NIGHTMARES

The newest Unstable Unicorns expansion is a special treat for all the horror junkies! The Unstable Unicorns Nightmares Expansion Pack has 54 chilling new cards that are dripping with your favorite horror tropes (and of course, lots of Unicorns!). Dancing clowns? Check. Poltergeists? Absolutely. Demonic-looking Baby Unicorns? You better believe it! And don't forget about the Basic Unicorns, who will definitely make it to the end of the movie—wink wink. But try to protect your Stable, because the first player to build a Unicorn army of seven Unicorns wins the game!

This pack includes new Character cards, Magic cards, Upgrade cards, and Nightmare Downgrade cards. Use Winged Horroicorn, if you dare, to peek at another player's hand

and steal one of their cards. And if someone destroys your Demonicorn card, you can remove a card from any player's Stable. You'll want to keep an eye out for Phantom Unicorn—he can't be sacrificed or destroyed!

If you thought you were having a bad day, just wait until your Unicorns are Buried Alive by a Downgrade card. When things are looking especially bleak, you can use an Upgrade card like Ghost Guide to try and turn things around. If you love a spooky pun, The Cornjuring will be the perfect card to add a little magic to your game. If all else fails, you can always stop an opponent in their tracks with the Hex Neigh card!

Feeling scared yet? Don't be a Halloweenie! Bring the horror to game night by building a Unicorn Army that nobody would dare to oppose! The Unstable Unicorns Nightmares Expansion Pack is for ages 14+ and is made to be added to the Unstable Unicorns Base Game (ages 8+) or the NSFW Base Game (ages 21+). Unstable Unicorns is for 2-8 players and gameplay lasts 30-60 minutes.



If your game nights need a little pick-me-up, you need to check out these new expansion packs! The charming artwork, captivating gameplay, and opportunities to destroy your friends and family will make for endless hours of fun!

## WHAT IS UNSTABLE GAMES?

We launched our first game, Unstable Unicorns, in 2017, and have been obsessed with making games ever since. All of our games are created by a team of in-house game developers and artists who pride themselves on making games that walk the line between adorable and diabolical. Keep an eye out for jokes and Easter eggs as you play, and you may find some delightful details.

While our games can be brutal and vicious, we actually create them to bring people together. After all, the strongest friendships begin with good old-fashioned power struggles during game night. Our games are created to be accessible and easy to learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.





# SOBEK

2 Players

## SOBEK: 2 PLAYERS

PAN 202122 ..... \$29.95 | Available May 2022!

In 2010, a small and clever card game called *Sobek* was released by Gameworks.

The game was a real success. Something like 15,000 copies were sold over 2 years. For a small publisher like Gameworks, this was amazing. And for me as a designer, it represented almost a month's annual salary. However, after two short years, the game stopped receiving support.

Ten years have passed since then. And *Sobek* has not been forgotten. Very regularly, I receive messages from game stores and players, asking me how to get a copy of this little game. Little by little, an idea formed:

### GIVE SOBEK A SECOND CHANCE!

Since I didn't want to take on this project alone, I invited Sébastien Pauchon to come along for the ride.



I played a ridiculous number of times, particularly with two players, thanks to the digital adaptations on *BoardGameArena* and *Yucata*.



**One part friendship:** Whenever I spent time with Sébastien, it was always a mixture of jokes, laughter, and intense game design sessions. I always enjoyed collaborating with him, so it was a great opportunity to connect again.

**Two parts loyalty and respect:** He was at the helm of the first edition of *Sobek*, so I thought it was fair to invite him to be a part of this new edition, as a thank you for his previous work.

When I proposed this collaboration, I was also pretty clear about the direction I wanted the project to go in. Basically, since its release in 2010, I kept playing it again and again.

And that's how I discovered a way to play with two players that, while completely within the rules, went against the experience I wanted for my design. With two players, it was possible to become as corrupt as a pig, by only taking the "big" cards and leaving the others for your opponent. The game would end after three rounds while your opponent could hardly accomplish anything.

Of course, this didn't happen every time, but often enough that it lessened my desire to play.







### TIME TO MAKE NEW CHANGES

- Consequences for corruption needed to be proportional to its intensity
- Try to remove the game system that every game ended after 3 rounds (I think it's actually a rather inelegant design decision)
- The game must be perfect for two players

From this point, we started to work on a drafting system.

At the time, I had just finished development on *INSERT*. And since I really, really loved how the board constrained players, Seb and I wondered if it would be possible to do something similar to address our problem with *Sobek*.



*INSERT* is a two-player abstract game about successive constraints. When a player places a ring on a space, the line shows which space their opponent must play their next ring. The board + limitations led to a progressively-filled view that focused entirely on alignments.

We didn't want a static board, however the idea started to form...

If we placed Goods tiles on an empty board... and if each Goods tile had directions limiting the next player's choices... which also happened to be perfectly suited to the corruption... It was coming together! If a player chose the first available tile in the direction, it was "free." However, if they wanted to choose a further, better tile, skipped tiles were removed from the board and added to their corruption.

This limitation system was really similar to *INSERT*, but having the board empty as the game progressed let players focus on the most profitable sets. It became a radically different gameplay experience from *INSERT*, even though they shared the same roots.

Eventually we ended up with this prototype.



We made it, we played with it... and we quickly realized what cool system it was. It still had tense decisions and added a tactical aspect to the original version. However, this system only worked for two-player games.

We were faced with the following choices:

- EITHER abandon this idea and find something else for a 2-4 player *Sobek*
- OR keep this really fun mechanic, but change the theme to end up with an entirely separate game
- OR keep the mechanic AND the theme to create a 2-player ONLY *Sobek*, which would be similar to yet different from the original.

After reflecting on it, we decided on the third choice. Today, I think it's safe to say we made the right decision!



### SOBEK: 2 PLAYERS - IT'S A SEPARATE GAME, NOT A SIMPLE ADAPTATION

From this point on, we worked on adjusting different important elements - fine-tuning things, if you will. We primarily tweaked the gameplay so that it lasted longer than a single round.

We also changed corruption so that:

- It was proportional to the level of corruption between both players
- It rewarded the least corrupt player, instead of punishing the most corrupt player. Of course from a "math" view, it is essentially the same thing. From a psychological view, though, it's entirely different. The most corrupted player doesn't want to be penalized and they don't want to be frustrated. If that's the difference between them wanting to play again or not... Well, it was an easy change to make.

I want to say a few final words about the production of the game: it was our first time working with Catch Up Games and the least we can say is that the collaboration went really well. We enjoyed working with a publisher who listened and shared all their decisions with us.

In the end, we have an amazing box full of high-quality content. We are really very happy. It looks great, doesn't it? *Sobek: 2 Players* is set to release in May 2022!





# THE SHADOW PLANET



## THE BOARD GAME

to control one of six different characters — starting from the astronaut crew of the rescue ship *Melita*, through members of the long-lost expedition from the *E-Rico* schooner, to the servitor Robot. The goal of the game depends on the hidden identity of a particular player — the Astronauts (1-3) wish to leave the planet, the Alien wants the same, but plans to eliminate the Astronauts in space, and the Guardian hopes to keep everyone on the desolate rock to save the cosmos from a dark fate.

Each round players choose one character to control, to use their special ability, but — more importantly — their deck of Operation cards. Each deck starts with 6 cards connected with a given character, but when a player takes over, they use the cards to perform different actions and add or remove cards from the character's deck, thus shaping future turns. This clever use of hand-building mechanism is a double-edged sword. Why? Because next round the control of the characters will most

likely change and your well-groomed deck will end up in the hands of your potential enemy. Another characteristic feature of *The Shadow Planet: The Board Game* is that at the end of the game each player is matched with one of 6 characters and their final hand of cards. The trick is — you get to take the deck of the character you have chosen the least, which means the more you control the same character, and the better cards you put into their deck, the less likely you are to end up with their cards in the game finale. Effectively, the whole strategy is based on guessing true agendas of other players and smartly building different decks to facilitate your own victory.

Finally, there are the rotating indicators: Countdown, Repair, and Threat. The Countdown informs how much time is left to the end of the game, the Repair tells in what condition the rescue ship is, while the Threat shows how powerful the Alien monster is. Players

get to manipulate the status of the indicators, thus advancing their agendas. However, they do it by discarding certain cards from the character decks. A careful analysis of discarded cards gives hints as to the hidden goals and possible alliances of the player.

As you can see, there are tons of strategic options and paths to victory, enabling you to play *The Shadow Planet: The Board Game* time and time again, always discovering something new. If you like a unique blend of original rules and story, artwork and theme, you will surely want to have this title on your shelf.

The English edition of *The Shadow Planet: The Board Game* is distributed by Ares Games in North America.



### THE SHADOW PLANET

AGS EN-TSP01 ..... \$59.90 | Available July 2022!

A group of astronauts lands on a hostile piece of rock, seeking a long lost scientific expedition. Its lone survivor tells a story of family murders and insanity, strange phenomena, and decades spent in cryogenic stasis. Something is clearly amiss. A mysterious, green fog brings with it revelations about bizarre alien entities and the past of... the Shadow Planet.

This is just the beginning of the story you are about to participate in, when you play *The Shadow Planet: The Board Game* — a semi-cooperative title based on an Italian graphic novel created by Blasteroid Bros. Designed by Sir Chester Cobblepot, a veteran studio famous for *Letters from Whitechapel*, and developed and published by Galakta, this game is a mixture of retro sci-fi and horror. It offers a unique blend of game mechanics, encouraging players to seek new strategies whenever they sit at the table. If you liked *Alien*, *The Thing* or *Forbidden Planet* and enjoy the engaging gameplay, you will love what *The Shadow Planet: The Board Game* has to offer.



The game features a masterfully illustrated board depicting the "Shadow Planet" - Gliese 667 — with its many locations, as well as 3 rotating counters enabling you to track the vital gameplay statistics. Almost 150 cards are used to resolve various effects, while over 100 tokens and player sheets facilitate the gameplay. Additional game components include two 3D cardboard models of planetary vehicles and 6 beautifully sculpted busts representing the characters in the game.

*The Shadow Planet: The Board Game* has a rich background story, which directly translates to its beautiful artwork and unique player roles. In this game of hidden goals each player gets a chance







GABRIEL J. COHN

# SPACE STATION PHOENIX

*Assemble your fleet and build your station!*



The Galactic Council is considering expansion into a recently discovered solar system, one with a yellow dwarf star and some interesting-looking planets, including one that holds a species that could soon develop the technology required to join them.

You have assembled a rag-tag fleet of ships. They don't look like much, but they contain the one thing you need to build the station - Metal. You will need to dismantle this fleet, one ship at a time, to get it. Each time you turn a vessel into metal, your action options become more limited.

Do you dismantle your last fast Transport ship - your only lifeline back to the Council HQ? Or the Terran Expedition craft you use to travel down to that little blue planet to gather the food and water your workers need to survive? It is all up to you and your crew in *SPACE STATION PHOENIX*!

## Game Features:

- Start with a rag-tag fleet of ships and compete with your opponents to build the best space station in the solar system
- Decide when to scrap your valuable ships to provide rare materials to grow your station
- Use of your own ships or bribe the opponents' crews to stay one step ahead
- Work behind the scenes to become master of the guilds and take benefits from other players' actions
- Almost infinite replayability - millions of possible setup options for each game

**Available April 2022!**

**[www.RioGrandeGames.com](http://www.RioGrandeGames.com)**





# FIGHTING FOR THE FUTURE

Mantic Games' Rob Burman heads into space to give you the lowdown on *Firefight: Second Edition* **mantic**

**FIREFIGHT: 2-PLAYER SET (MARAUDERS VS ENFORCERS)**  
**MGE MGFFM101 ..... \$130.00 | Available April 2022!**

Over the centuries, humanity has spread inexorably into the far reaches of space. Since the creation of the Galactic Co-Prosperity Sphere (GCPS), humanity's touch has never been felt so keenly and by so many. The sphere now encompasses myriad planets and hundreds, if not thousands, of different races. Some join the Sphere willingly, while others resent the GCPS and bide their time, waiting for humanity to fall or prepare to take their own revenge. Memories of Old Earth are but a shadow, lost in a haze of light speed and technological advancement. Now there are only two things that drive humanity: progress and profit.

Behind the advancement of the GCPS are gigantic corporations – massive, system-spanning commercial entities that are hungry for revenue. The ever-growing bottom line of these conglomerates means they're constantly on the hunt for resource-rich planets, or alien races with advanced technology they can repackage and rebrand as their own. Whether or not the planet wants to become part of the corporation is immaterial. Contracts can be signed in blood, just as easily as a datasig.

But this expansion into space isn't without consequence. Threats lurk in every corner – from the insidious rat-like Veer-myn that lurk in the bowels of gigantic spacecraft to an all-consuming Plague that turns a planet's inhabitants into blood thirsty beasts. Even uneasy allies like the ancient Forge Fathers or aloof Asterians can be driven to war by the actions of a rogue corporation's actions. The galaxy has never been so potentially dangerous... or profitable.

This is the background for Mantic's new sci-fi wargame, *Firefight*. Set in the Warpath Universe, *Firefight* is a fast-paced, action-packed experience in which players control squads of superbly detailed Mantic miniatures. An army consists of around 40-50 miniatures and may feature hulking mechs, terrifying monsters or highly advanced vehicles that rumble across the battlefield or soar through the skies above.



So we felt it was time to go back to the drawing board with *Firefight: Second Edition*. The first decision was to make it much easier to make the progress from *Deadzone* – our hugely popular sci-fi skirmish game – into *Firefight*. After all, with *Deadzone* it's likely that a player will already have a decent number of miniatures that can easily make the transition into *Firefight* because all the *Deadzone* minis are cross compatible. At the simplest level making this transition as smooth as possible involved ensuring that keywords or terms for actions used in *Deadzone* are also included in *Firefight*. This immediately ensures that players are comfortable with the terminology and ready to get stuck into the game.



If you've been following Mantic's releases over the past few years, you may be aware that *Firefight* originally launched way back in 2017. Although the game was well received by the community and was accompanied by a wide range of hard plastic miniatures, including some incredible vehicles; it never quite had the impact of some of Mantic's more popular releases, like *Kings of War*, *Deadzone* or *Armada*.



Another big part of the design process was to ensure that the game was fast and easy to play. There's a definite tendency for rules bloat in wargames, which means you can often spend more time with your nose in the rulebook than actually playing the game! As with our other games, like *Kings of War* and *Deadzone*, we didn't want the rules to get in the way of moving units around and shouting 'pew pew pew' a lot. To do this we've made it really easy to move a unit around or take aim at your opponent. All measurements are taken from a unit's leader, rather than having to measure from each





individual character. Once you've precisely moved the leader, you can then follow them up with the rest of the minis. The same goes for shooting. You just measure from the leader to check if your unit is in range. This really speeds up the gameplay and keeps you in the thick of the action.

about. It's also been extremely useful in generating a community of players that are ready to get stuck into the game, before it has even been released!

A big part of the launch is to ensure that customers have an easy journey into the game too. There will be a new two-player set featuring the brutal Enforcers alongside all-new hard plastic orcs, known as Marauders. The set will also include the rulebook and a force list book. Unlike some other popular sci-fi wargames, *Firefight* features all the factions in one book, so there's no need to go out and buy more and more books to stay competitive, or get the latest stats. In the future we can easily add new factions or update stats by releasing a new Force List book.



Talking of leaders – commanders are an important part of army building. We really wanted to give each faction a different feel and play style, and a lot of this is done through the commanders. These powerful units are able to issue special orders to units around them to help turn the tide when things are getting tough, or attempt to completely overwhelm the enemy. However, you've got to balance between sticking them in the thick of the action, or keeping them safe so they can continue to issue their commands.

To ensure that *Firefight: Second Edition* hits the ground running at launch, we've been running a public playtest for the past year. This was a great opportunity to get feedback from the community early in the design process and tweak anything that players weren't sure



We're extremely excited about the launch of *Firefight: Second Edition*. The game's creator, Andy Sharp, has made a really fun and fast-paced sci-fi wargame that's backed up by a huge range of hard plastic miniatures and vehicles. So, make sure you check it out when it launches in April this year.

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# PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



## EPISODE #46: USING ART TO INSPIRE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.



### MATCHING YOUR ART TO THE ART

Over the last decade or so, more and more board games have been released containing loads of miniatures that might previously have been cardboard counters or standees. As miniatures painting enthusiasts, we're always looking for ways to paint these minis quickly, so we usually refer to the often fantastic art supplied in the games. Sometimes it can be difficult to match the schemes exactly, and in these cases we can seek to match the feel of the art.

For this example, I painted a few of the Reavers from *Bardsung*, and riffed off the great art on the card for the Reaver Captain. When I first looked at the art, I noticed the inclusion of green in the shadows, and decided to turn that into the main feature that would link the models across my collection. The important elements would be:

- The painting would not be tight, to aid in the speed of application, and to mimic the rough edges in the artwork
- Dark green would replace black in the shadows on the front
- There would be a strong directional light.

With these parameters set it was simply a matter of applying them across all the miniatures for the set.

The miniatures used as examples on these pages are from the *Bardsung* board game, from Steamforged Games.





Prime the mini with a black spray. Then, drybrush from underneath with Citadel Caliban Green.



Hit the model with a zenithal white prime from a single direction. I choose the front left head/shoulder as the focal point.



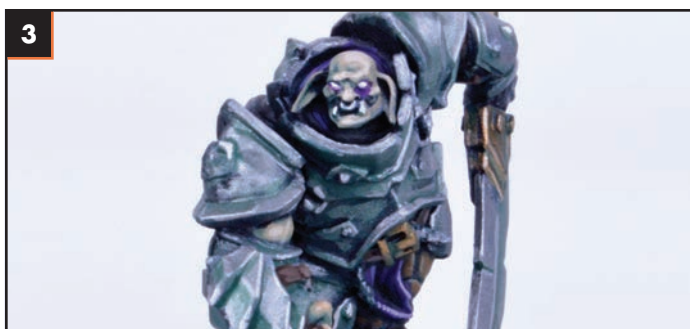
Paint the white areas with a layer of The Army Painter Gun Metal.



Use a mix of Caliban Green and Gun Metal to highlight the darker areas, and to shade the lighter Gun Metal areas.



Add some edge highlights of The Army Painter Shining Silver.



Paint the rest of the model using a similar method – always including Caliban Green as the predominant shadow color.

## LOTS OF MINIS? SAVE SOME TIME

One big advantage to painting your models like this is that you can leave most of the areas that are in shadow (like the back of the mini) with the simple drybrush of your shadow color - in our example, Caliban Green. This keeps the focus on the face of the models in a dramatic way AND means that you can reduce your painting time across a larger collection of miniatures.



*Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life*





## DUNGEONS & DRAGONS: TYRANTS OF THE UNDERDARK BOARD GAME (GF9 74007)

From Gale Force Nine, reviewed by Eric Steiger

 2 - 4 Players	 2 - 4 Players
 60 Minutes	 \$60.00

I'm on kind of a "hybrid deckbuilding game" kick here. If you're a regular reader (and I hope you are), you might have seen my reviews of *Dune: Imperium* and *Lost Ruins of Arnak*, both of which are deckbuilding/worker placement games. *Tyrants of the Underdark* is a hybrid deckbuilder/area-control game... from 2016. So why review it now? Because the game underwent a second edition in 2021, streamlining the components and including the expansion set that originally was sold separately. Just to be crystal clear: this is the same game. The rules and card text haven't changed. If you already have *Tyrants* 1st Edition, skip this review. You don't need the new one. Everybody else, keep reading.

Your goal here is to expand your Drow house's influence and control throughout the tunnels of the Underdark, battling neutral and enemy forces and conquering cities to accumulate victory points. Naturally, you'll do this with the cards in your deck, which will grow and change over the course of the game (that's what makes it a deckbuilder). Buying and playing cards happens exactly the way you think it would: you begin with a hand of 5 cards (out of your starting deck of 10) and spend Influence on them to buy cards out of a Market Row, which get added to your discard pile to be shuffled into your deck. What makes *Tyrants* interesting is how the Market deck is formed: There are six (4 base set, 2 expansion) different 20-card factions of minions to be had, and you shuffle two of them together to form the deck. It's the combination of these factions that gives the game its re-playability, as each type of monster has its own playstyle.



Your cards also have Power, which is what you spend to place troops on the board. You can spend 1 power to place your own troop at or adjacent to a location you already have troops (or a spy), or 3 power to assassinate an opposing (or neutral) troop. Locations can only have a certain number of troops at a time, and at the end of the game, the player with the majority of troops there scores for controlling it. But you can also have "total control" of a location if no other player has troops (or a spy) there, which can generate you additional Influence on your turn for buying cards, VP during the game, and additional VP at the end. This is where a lot of the decision-making in the game comes in, as you decide whether you benefit more from a wider, but more vulnerable, sphere of control, or a narrower empire that you rule with an iron fist.



Additionally, the cards that you add to your deck are worth victory points as well...but you can also choose to promote them into your "inner circle." Promoted cards are worth double the VP...but are also removed from your deck (and therefore, can't be used on future turns). Naturally, the more expensive cards provide more Influence and Power, as well as all kinds of rulebreaking shenanigans, but they can also allow you to generate spies (who ignore the adjacency requirement for placement, can't be killed except with card effects, and serve as an insertion point for troops).

The only thing I'd have loved to see in this game is a bit of asymmetry; if you're familiar with the Forgotten Realms setting, you'll recognize the four Drow houses in this game, and I would have liked to see some of that flavor seep over into the game. Beyond that, I think this is a strong deckbuilder and the area control map adds some fascinating decision points. To keep the game the same price while including the expansion, Gale Force Nine traded out the plastic troop/spy figures in the first edition for cardboard tokens, which isn't as disappointing as I thought it would be. The plastic markers were never that visually interesting, and I'd rather see the game end up in more hands because it's affordable than have unnecessary plastic.

I'm glad this game got a reprint, because in many ways, it was ahead of its time as a "deckbuilder plus." The area control mechanic, fueled by a deckbuilding engine, makes for a natural next step for people who enjoy deckbuilders but want more, and I think that if someone likes *Dune: Imperium* or *Lost Ruins of Arnak*, but wants something shorter and less intense, *Tyrants of the Underdark* is a good middle ground.

...

*Eric is your friend, and friends wouldn't let you play bad games.*







## ADVENTURES IN EQUESTRIA



### DECK-BUILDING GAME



### DECK-BUILDING GAME

- Fully cooperative
- Featuring Twilight Sparkle, Rainbow Dash, Applejack, Rarity, Fluttershy, and Pinkie Pie

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RGS02401

MSRP \$45

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**THE GOONIES: NEVER SAY DIE (FNK 54803)**

From Funko Games, reviewed by John and Isaac Kaufeld



12 &amp; Up

50 Minutes



2 - 5 Players

\$34.95

We've seen lots of companies take the characters from a movie or TV show, slap them haphazardly onto a game framework, and count on fans to buy their creation just because of the name.

Thankfully, *The Goonies: Never Say Die* from Funko Games is *not* one of those games. It's an elegantly designed hybrid of family board game, introductory roleplaying game, and beloved movie tribute.

But enough of that — I don't want to give away the ending. So let's take a look at the top five things you need to know about *The Goonies* board game.

**WALKING INTO THE MOVIE**

Everything about this game shows a loving dedication to the movie, its characters and story, and its entire tween-aged adventure.

At the same time, *The Goonies* is a great example of clever game design work that captures movie magic and brings it to tabletop life. That's a trick few companies even care to attempt.

**A VERY COOL BOARD**

One of the most remarkable things about *The Goonies* is the design of the game board itself. It's a work of clever creativity.

The game map shows 16 rooms of the movie's mysterious cavern complex. None of the rooms are naturally connected nor do they feature any special terrain. Instead, the Goondocks Master (GM) uses various passages and adventure tiles to "build" each adventure's board as the game progresses.

As the players explore the caverns, the GM adds more tokens to the board, slowly creating the adventure's map. It perfectly captures the thrill of exploration while keeping the dangers hidden. And the back image is heart-meltingly cute to any fan of the movie.

**IT'S ROLEPLAYING 101**

Sure, this looks like a board game. But trust me, it's just a clever ruse.

Once you open the box, dig out the components, gather your friends, and begin playing, *The Goonies* reveals its true nature, namely a light and engaging introduction to the world of roleplaying games.

The game uses a one-versus-many design. One player becomes the Goondocks Master, while the others take the roles of the Goonies themselves.

The Goondocks Master (or "GM") reads the adventure information and assembles all the pieces they need behind a screen printed with the movie map. The GM knows every secret of the adventure. They're the narrator, telling the players what they see and smiling secretly at the perils ahead.

**TURNING TO THE PLAYERS**

Each player takes a Goonie character card which lists the kids' health, luck, and abilities. Mouth and Data also get some special power cards — Data's represent his gadgets, while Mouth's are his wisecracks.

The cards also show how each character ranks in three key stats: strength, dexterity, and search. Pictures of the game's colorful custom dice make it easy for players to roll the right die. The more sides on the die, the better the outcomes it delivers.

Finally, the cards explain any unique skills they have. Mikey, for instance, can inspire his friends when he's a room away from them, plus he knows pirate lore. That gives him extra wish tokens depending on his die rolls. Those tokens let the players upgrade dice and avoid damage as they explore the caves.

**PLAYING THE GAME**

Game play begins with the GM setting the stage according to the Adventure Guide. They read an introduction and tell the players their starting goal. But since everybody loves plot twists, part of the

players' challenge in the game is figuring out their *actual* goal for this adventure!

As the players make decisions and explore the caves, the GM refers to the Adventure Guide, placing passage tokens, foes, villains, and special locations. Sometimes there's a fight, a treasure to find, or bones to search. You never know what might be waiting for you around the next corner.

The game continues until either the Goonie players figure out their mission or the GM fills up the bottom of the hourglass marker.

**VERDICT**

Playing *The Goonies* board game is like taking your 12-year-old self for a scary-fun romp through the game's namesake film.

Each of the game's nine adventure scenarios sends you to explore mysterious passages, search for treasure, fight off baddies, and generally lose yourself in magical movie memories.

The game also makes a light and easy introduction to basic roleplaying concepts like character abilities, polyhedral dice, and starting an adventure with one goal in mind but discovering that something entirely different awaits your party.

The scenarios are replayable thanks to wandering monsters, the randomness of die rolls, and mixing and matching different Goonie characters, so movie fans and game lovers alike will find good replayability.

Fans will play out their favorite scenes and have tons of opportunities to rattle off memorized quotes at all the appropriate places. We give the game a solid "treasure worth finding" rating.

It's your time, Goonies. Gather your team, screw up your courage, and stick together. Adventure and treasure await!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





# BOARD GAMES AND MORE!



GAME TRADE MEDIA





## HERE TO SLAY + EXPANSIONS

**(TET 4867-HS-BSG1, TET 5193-UU-EXP1, TET 6083-HS-EXP1)**

From TeeTurtle, reviewed by Brian Herman

 14 & Up	 2 - 6 Players
 15 - 90 Minutes	 PI

One of the hardest things about a roleplaying game is assembling the right adventuring party. Having the right mix of skills, brawn, and magic is crucial to creating an epic narrative. It's with this theory in mind that the latest offering from Unstable Games *Here to Slay* was created, allowing 2-6 players to take on the role of a party leader and assemble a mighty force in hopes of seeking fortune and glory. Follow me, dear reader, into a smoky tavern to recruit a mighty band of adventurers to travel across a fantasy land in search of monsters to destroy and have your names carved into the stuff of legends.

Setup involves each player choosing or being dealt a "party leader" card, which is one of the six unique hero classes (Fighter, Bard, Guardian, Ranger, Thief, or Wizard) in the base game. This character represents the player and cannot be stolen or killed throughout the game. Next, the Monster deck is shuffled and three of the monsters are dealt face up into the common game area. Finally, the main deck of cards is shuffled with five cards dealt to each player and a set of two six-sided dice given to the first player. The object of *Here to Slay* is for one player to either slay three monsters from the Monster deck or to assemble a party containing six unique character classes. That player will go on to have their name immortalized in glory while the other players hang their head in shame.



Additionally, there are two other types of cards that are free to play, in that they don't require an action. "Challenge" cards can be played off turn when another player plays a character, item, or spell. The challenger rolls 2 six-sided dice and then the person being challenged does the same. If the challenger succeeds, the card the player attempted to play goes in the common discard pile and the action is wasted. "Modifier" cards can be played any time dice are rolled regardless of turn (character ability, monster attempt,

challenge) and will either positively or negatively affect the outcome by a certain amount printed on the card.

If that wasn't enough, *Here to Slay* has not one, but two expansions available to enhance the gameplay from the base game. *Warriors & Druids* adds the abovementioned classes as both party leader classes and character cards with new spells, items,



At the core of *Here to Slay* is the main deck of cards. Each turn, a player gets three actions. Playing most cards (character, item, spell) will cost one action each. Each time a character is added to the party, they have an ability which will trigger allowing the player to roll the two six-sided dice trying to hit a target number or higher to achieve a variety of affects. On future turns, players can spend one action to trigger any character that was played on a previous turn as well. A player can also spend one action to draw a card from the main deck. Challenging one of the monsters face up in the center of the table costs two actions to attempt, assuming the player's party meets the prerequisites (number/type of heroes in the party). Doing so consists also of rolling the two six-sided dice trying to hit a certain target number or larger (in select cases or lower) with a penalty for failure. Finally, a player can spend all three of their actions to discard all their cards in hand (if any) and drawing five new ones from the main deck for a future turn.



challenge, modifier cards and monsters to support the same. *Berserkers & Necromancers* does the same for those two classes as well, with each class feeling fully fleshed out and complete with unique mechanics that contribute something to the base game not covered anywhere else. For example: Necromancers have different ways to dig through the discard pile and retrieve items, while Druids focus instead on hitting their target number or less instead of more for challenges. The only difference with adding new classes is that the victory condition

shifts from six unique classes in the party to seven. Both expansions also fit comfortably shuffled into the base game box, ensuring a complete experience every single time.

As with all Unstable Games creations, the art is through the roof adorable on every single card. One amazing fact is that each different

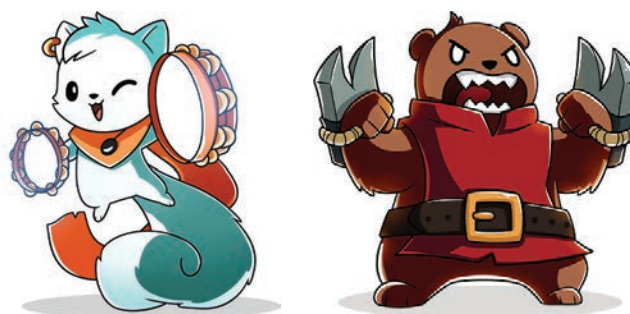




character class is represented with a different type of animal. All the Thieves in the game are house cats, while Bards are squirrels with fluffy tails. Necromancers are dogs (because they are always digging up items, get it?), and Druids are Deer, trotting through the forest. This consistency throughout the game is appreciated on every single card, and throughout the game I constantly found myself distracted by just how cute even the burliest Fighter was as a bear, or how each Guardian unicorn stands majestically while vanquishing its enemies. Complimenting this, the card stock and quality of materials is top notch, ensuring that a single copy will stand up to repeated shuffling and playing.



*Here to Slay* has quickly become a favorite in the house between the fantasy setting, cutesy chibi-style art, and compelling “screw your neighbor” gameplay. One thing I noticed was that no two games are ever



alike, which was further exemplified with the additions of the expansions into the base game. If you're a fan of the genre, or cartoonish adorable art, or just fun in general, I can't recommend it enough.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





## DISNEY KINGDOM HEARTS: PERILOUS PURSUIT (USO D1004635)

From USAOpoly/The OP, reviewed by Thomas Riccardi

 8 & Up	 2 - 5 Players
 45 - 60 Minutes	 PI

It all started on an island in the middle of a bright blue sea as you and your friends discovered a doorway to another world. In these worlds you not only met up with other heroes but you wielded a powerful weapon known as the keyblade. Will you and your friends be able to go to these worlds and save them from an enemy known only as the heartless? Or will these worlds fall to these creatures? This is the premise of the latest game released by USAOpoly welcome to *Disney Kingdom Hearts: Perilous Pursuits*.

This game is designed to be played with two to five people as you will first choose which hero that you want to play. You can choose between Sora, Riku, Kairi, Donald or Goofy and each of these heroes have different abilities that they can use throughout the game. Once you select which hero you want to play as you will take the corresponding set and ready chip pieces, five shields and a health tracker which you will start at the top of your board at the number ten. Next shuffle the deck of item cards and deal one to each of the players. Once that's done you will separate each of the worlds by difficulty (levels 1-3) and randomly choose six (1 level 1, 2 level 2 and 3 level 3). The cards need to be set in numerical order with the level 1 card on top. You can also tailor the difficulty by either adding an additional level 3 world to make it harder by choosing 3 level 2 worlds and 2 level 3 worlds to make it easier. You then place the heartless marker on the according space (blue for 2-3 players and green for 4-5).



Gameplay is broken into four phases for each player:

**Roll Dice:** On your turn you will roll the six dice up to three times to create sets that correspond with your hero board. You can keep whatever dice you want and set them aside however, by the third roll you need to take whatever results are left. If the heartless symbol on the black dice is shown then ALL of the dice must be re-rolled (except for the last roll as that die is not counted). There is also a wild dice that can be used for any of the above dice that can be assigned to various actions.

**Assign Dice:** This is where you will assign the dice that were rolled to various actions such as attack (moving the tracker one step towards the save space), distract (reducing the number of dice the heartless can roll), protect (this generates a shield marker on your



character and these help prevent one point of damage), collect (this allows you to draw an item card as these cards can either be bonuses for assigning dice or action cards that have immediate effects) and ability (unique to each of the characters either giving a bonus attack or healing). Each of these actions have a ready and set space so you can use that amount of dice to ready the action and then one dice to activate the action. You can also use dice to help out other heroes with actions (for example: if you had rolled two attack dice and set them aside and needed one and your teammate attacks as well you can assign that dice to their action).

**Activate Dice:** This is where the dice are removed and the effects are resolved such as attacking by moving the tracker one space towards the world saved space. The only dice that are not removed from this phase are the distract dice as those are used in the next step.

**Roll for the World:** This is where the world fights back and the number of dice rolled is located on the top right of the card. The dice correspond with the world as heartless are spawned in (moving the tracker towards the world lost space). The player can also lose health and there are also special events that happen when a heartless symbol is rolled.

If a world is either lost or saved, then that world is added to either stack and each player rolls the black dice. Whatever symbol comes up the player must remove all ready and set tokens from their board. However, if a player rolls a heartless symbol then ALL of the set tokens from the board and roll the dice again to remove the corresponding ready token. If the players manage to save all six of the worlds then they win the game. However, if the players lose two worlds or one of the heroes' health drops to zero then they lose the game.

If you are a fan of this series and want a game that is challenging to play and promotes teamwork, then check out *Disney Kingdom Hearts: Perilous Pursuit*. For more information on this and other great games head over to **TheOp.Games** and get ready to battle the heartless.

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*







# SHADOWRUN®

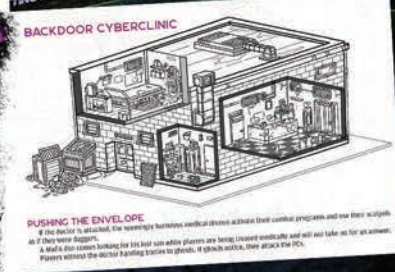
## BUILD YOUR RUN!



The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

**Emerald City** is the Seattle sourcebook for **Shadowrun**, **Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

**Shadow Points** also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun**, **Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!



**CATALYST**  
game labs





**MR. INCREDIBLE**

If Syndrome's Remote is in Syndrome's Realm when Mr. Incredible is played, attach it to Mr. Incredible. Mr. Incredible gets +1 Strength for each other Hero at his location.

6

Hero



**BUZZ LIGHTYEAR**

Neither Buzz Lightyear nor any Heroes in his location can be targeted by Vanquish actions.

Guardian



**WHERE'S YOUR KID NOW?**

During their turn, if another player defeats a Hero with a Strength of 2 or more, you may play Where's Your Kid Now?. Choose a Hero at Lotso's location and reduce their Strength to 0.

Condition



**CHICKEN MIM**

This location gains:



Chicken Mim can only be used in a Vanquish action targeting Caterpillar Merlin.

1

Transformation

**Greetings GTM Fans!**

For our May issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Ravensburger to bring you a dastardly giveaway!

One lucky winner will a copy of *Bigger & Badder*, the latest expand-alone for *Disney Villainous*, courtesy of our friends at Ravensburger! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on April 26th and will close on May 23rd, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

**Ravensburger**

**ENTER TO WIN!!!**

**www.GTMGiveaway.com**



**CONSIDER YOURSELF LEGALLY DISCLAIMED:**

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered.

"When everyone's super...no one will be!"



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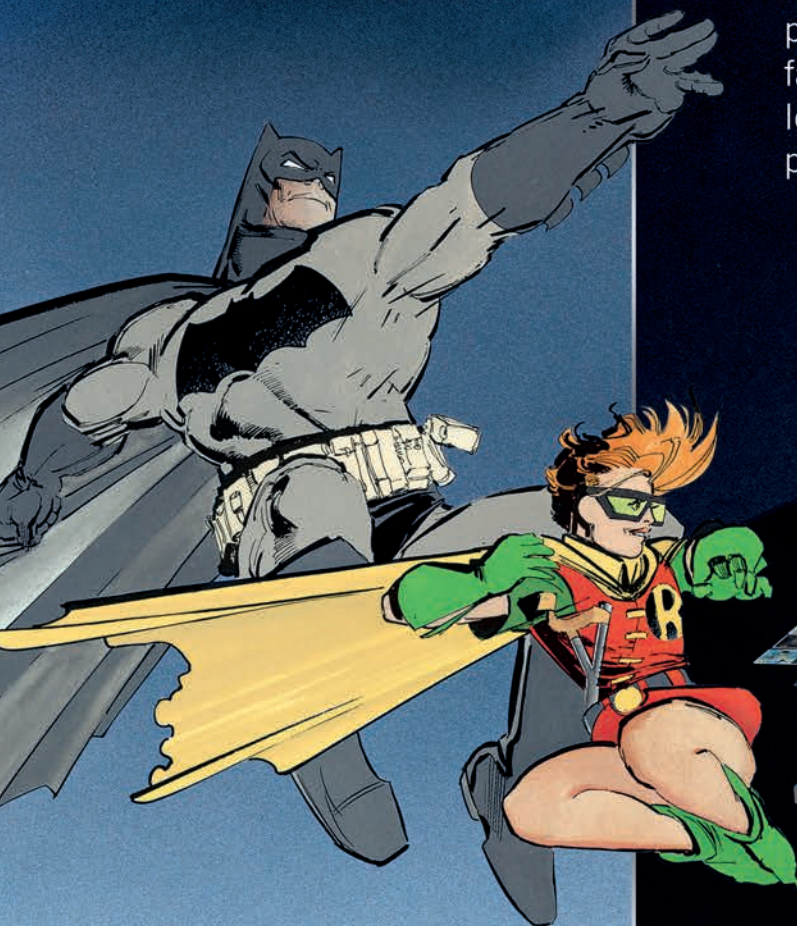




# BATMAN

## THE DARK KNIGHT RETURNS

THE GAME



*It's Time to Come Out of Retirement  
and **SAVE GOTHAM CITY™!***

Batman: The Dark Knight Returns – The Game is a solo board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. Instead of traditional leveling up, this is a game of attrition. As Batman™, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and press looking to bring you down. Get ready to face villains like Two-Face™, The Joker™, and the leader of the Mutant Gang... as well as your powerful former ally, Superman™!



1-2  
PLAYERS



90 MIN  
PER BOOK



AGES 14+



\*Deluxe Game

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**MSRP \$109.99** Deluxe Game

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